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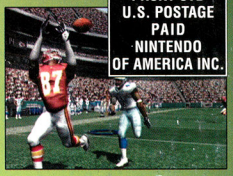

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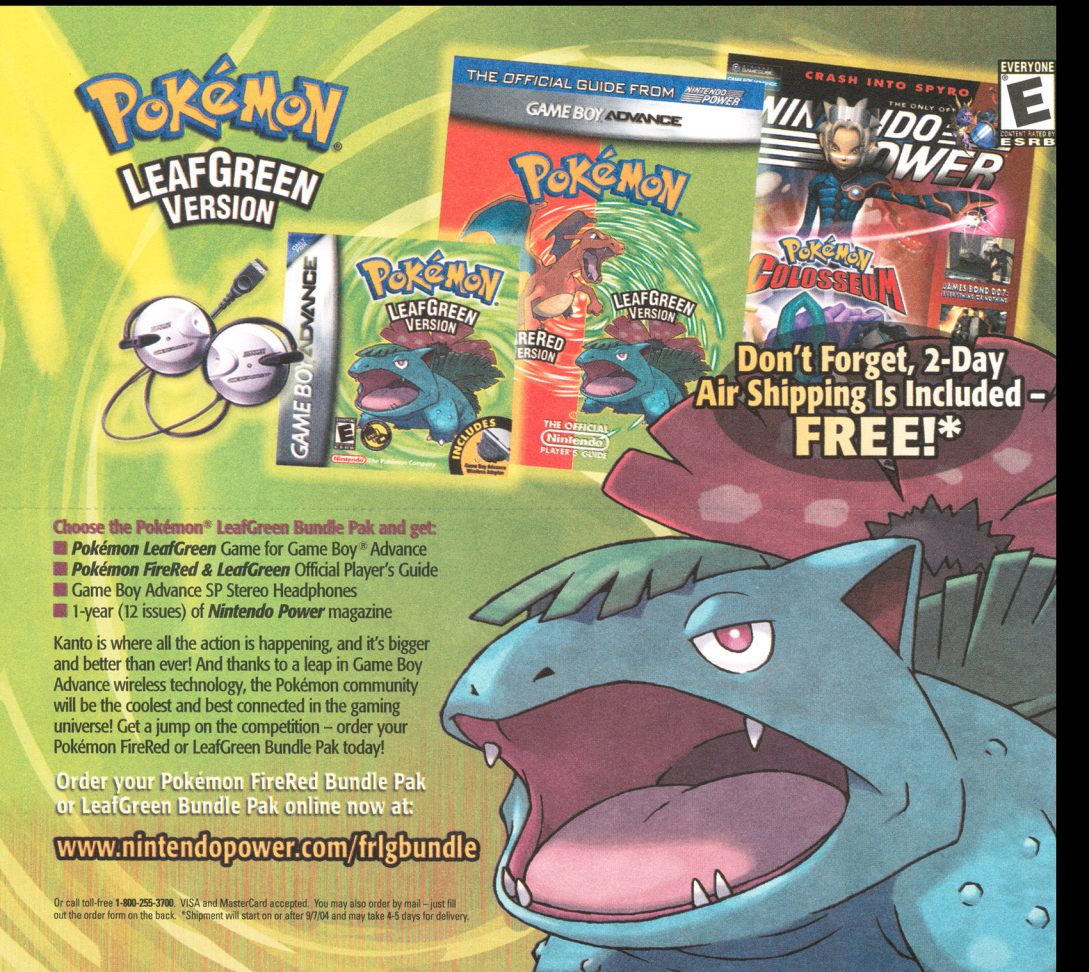

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Violence

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PlayStation 2

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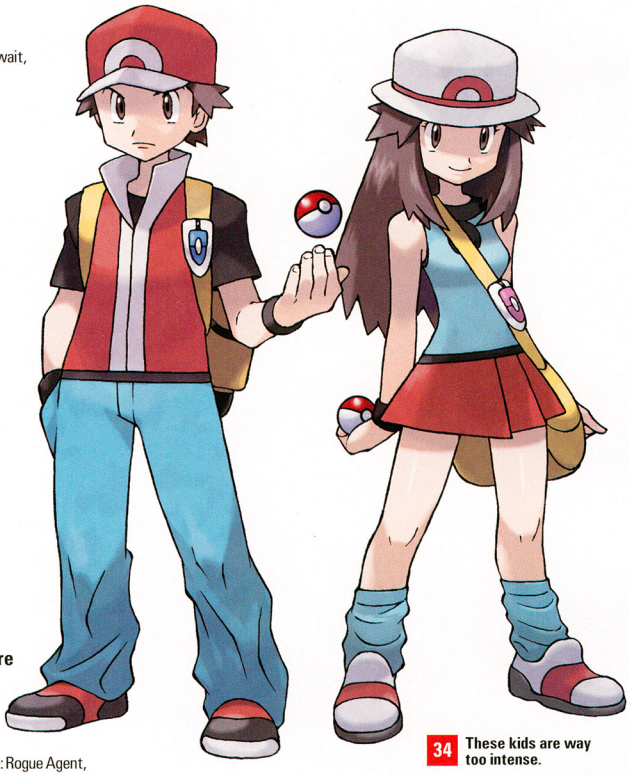
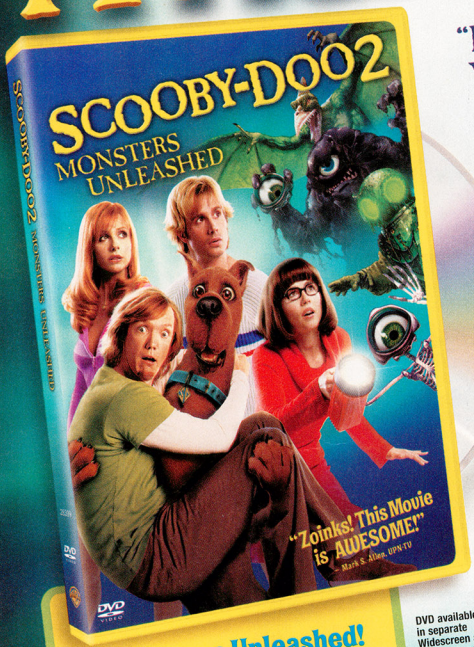


34 These kids are way too intense.

LET'S DOO IT AGAIN!



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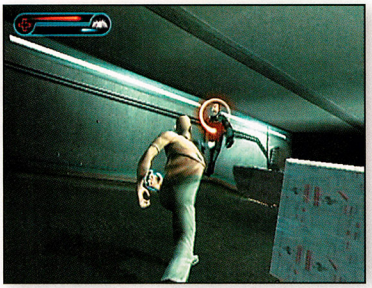

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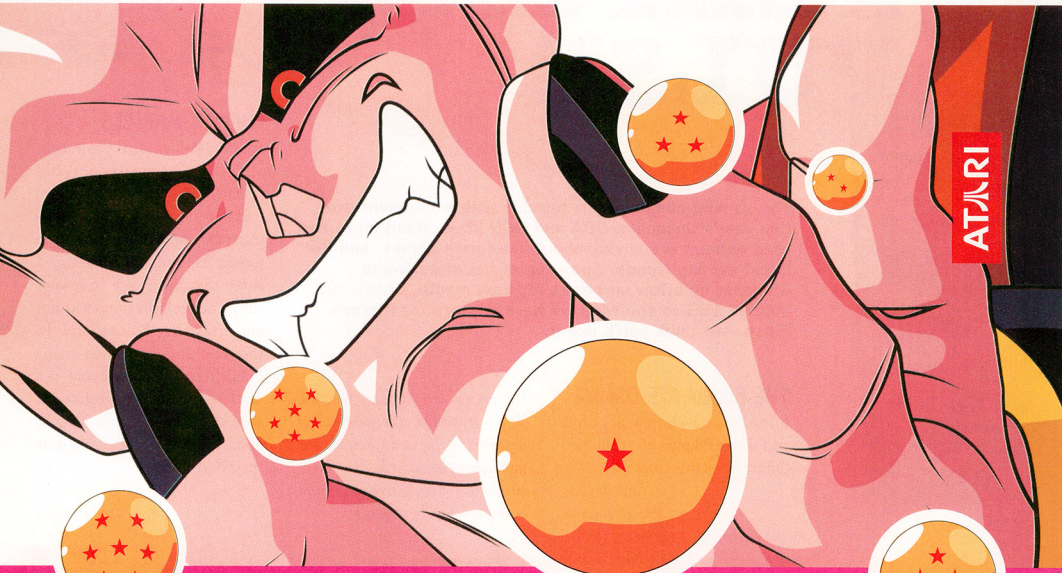

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PLAYER'S PULSE

The gaming community is buzzing with excitement over this year's upcoming GBA and GCN titles. Read on to see what gamers are saying about must-have games, and the latest gaming trends. Speaking of hot news, we're whipping up a few surprises for next month. Check out Volume 185 to see what we have in store for Player's Pulse—we think you'll like it.

THE PIKMIN ARE COMING!

I [read on] a website that purple and white Pikmin don't [live in] Onions—is this true?

maxy10165
Via the Internet

Yes, it's true that the newly discovered purple and white Pikmin don't reside in Onion ships. When night falls, they hop into your ship's hull instead.

I'm an avid Pikmin fan, so when I heard about the first Pikmin [game], I started playing it as soon as I could. As you can imagine, I have been waiting excitedly for the release of Pikmin 2. After seeing pictures of it appear in your magazine several times, [I'd like to know] the official release date so I can mark it on my calendar!

Klayton S.
Via the Internet

You can get your hands on Pikmin 2 on August 30th. Until then, satisfy your Pikmin craving with our first in-depth Pikmin 2 strategy article on page 52!

I read somewhere that the areas for Pikmin 2 are going to be randomly generated. How will you give tips and strategies on areas that are randomly generated?

CrazyBeepBoop
Via the Internet

Pikmin 2's area maps are not randomly generated. The locations of treasure in the underground and multiplayer areas will vary; however, each area's treasures and enemy types will not change.

QUALITY MATTERS

In your Resident Evil 4 feature in Volume 182, Hiroyuki Kobayashi revealed that he and his team had to restart the game development four times—something he found "kind of embarrassing." I think that his choice to rework the game multiple times was not embarrassing, but valiant. In this day and age when many publishers and developers put out less-than-stellar work to get a quick buck, it is refreshing to know that some still release only their best work.

Ben F.
Via the Internet

LETTER OF THE MONTH

When I was doing research for a History report, I found something that greatly intrigued me. In the 17th century, when someone caught a serious fever or other ailment it was usually blamed on "marsh miasmata," a noxious gas which supposedly came from marshes. Then I realized that the word "miasma" is used to describe the noxious gas covering the Final Fantasy: Crystal Chronicles world. I thought that the historical connection between the words was kind of neat.

Logan P.
Saskatchewan

We went straight to the source at Square Enix about the mysterious miasmata in Crystal Chronicles and its possible connection with the 17th-century "marsh miasmata." Here's what Planner Masahiro Kataoka revealed: "[The miasmata in Crystal Chronicles] isn't connected in any way with 'marsh miasma.' In the game, the idea of a world filled with miasma was meant to be an original concept. In the planning stage, we designed the place where miasma originates and builds up to look swamplike, as that seemed to suit the concept the best. It appears this coincidentally overlaps with the historical 17th-century 'marsh miasmata' that you mentioned, but it was not intentional. However, in many places Crystal Chronicles 'shadows' parts of the real world, so we are glad if it makes you think about how imaginary things are based on elements in the real world. At first glance, the different parts that make up a fantasy world often seem like their own original concepts, but if you look into it further, you'll realize that, behind the scenes, they are connected to things in the actual world."

RATING PENDING

In issue 181, the ad for Tales of Symphonia (the inside part of the back cover) said the game had a rating of "Rating Pending." But in issue 182, the ad for Tales of Symphonia (pages 4 and 5) said that the game was rated Teen. [Did you] change your minds or something?

Samuel H.
Via the Internet

When a game has been submitted to the Entertainment Software Ratings Board for evaluation, the rating is listed as RP, which stands for "rating pending." Game ads and preview articles will often display the RP icon when a game is still in development. When Volume 181 was published, Tales of Symphonia had not yet received its Teen rating. For further information about ESRB visit www.esrb.org.

BEHIND THE FANTASY

One day at my house I was looking through my mom's herb books and I found an herb called myrrh (and that it had healing elements). I immediately thought of Final Fantasy: Crystal Chronicles and the myrrh that keeps the [people] alive. Now I'm wondering, was this planned, or is this a coincidence?

RuinKai182
Via the Internet

The Square Enix Crystal Chronicles team was, in fact, inspired by myrrh's real-life attributes. Here's what they had to share: "We based the idea loosely on the actual tree resin, myrrh. However, Crystal Chronicles' myrrh has more fantastic properties to match the fantasy world it is set in, so it is by no means the same as myrrh in the real world. One of the traditional associations people have with actual myrrh is that it is has 'deep connections with life and life-giving.' We based the properties of Crystal Chronicles' myrrh on this concept. (As a side note, one of our staff keeps a bottle of myrrh oil on his desk so we can enjoy its scent at work!)"

In issue 182, in the Players Pulse section, The Letter of the Month talked about the King and Queen Eblan in FFII. You replied saying that we'll all get to see what [the reader] was talking about when it comes out for GBA. But in issue 181 [there were] screenshots of Final Fantasy II for NES. [Is there such a thing?] King and Queen Eblan were in FFII (or FFIV in Japan) on the Super NES. My brother and I are avid Final Fantasy fans and I was wondering if it is FFII for the Super NES [that will be coming out on GBA].

Zeb J.
Via the Internet

Oops! Thanks for the correction. The Final Fantasy games that will be coming out on the GBA are the original Final Fantasy (which was on the NES) and Final Fantasy II (originally on the Famicom).

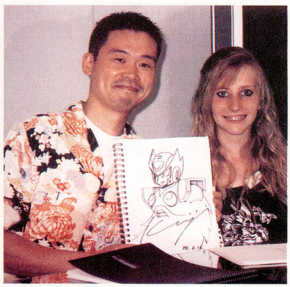
THE CLASSICS LIVE ON

I was wondering if you plan on releasing more of the Classic NES Series games. I know there are many more games that should have been released, like Metroid, Zelda 2, Contra, and Life Force. I would love to see [some of these games] re-released on the GBA or GCN.

Lanturn
Via the Internet

MEGA MAN SWEEPSTAKES WINNER

Ginger S. from South Carolina won Volume 167's Mega Man Player's Poll Sweepstakes. She and her stepfather, Joseph, spent a week of fun-filled sightseeing in Japan. One of the highlights of the trip was Ginger's visit to Capcom's headquarters, where she met with Keiji Inafune, the creator of Mega Man. Ginger, a talented artist herself, had a blast sharing artbooks and sketches with Mr. Inafune. She left Capcom with armfuls of Mega Man swag, including a limited-edition Mega Man GBA SP and a signed drawing that Mr. Inafune sketched just for her! During their trip, Ginger and Joseph also attended a beautiful tea ceremony in Kyoto, viewed the Osaka skyline from the Umeda Sky Building, explored the Himeji Castle and visited several ancient temples.



Yes, Nintendo is planning to release future Classic NES Series titles for the GBA. Stay tuned for more information on the upcoming batch of games!

E³ AFTERSHOCK

The two E³ games that I am looking forward to are the fantastic Tales of Symphonia and the awesome-looking [GCN] Legend of Zelda game. Tales of Symphonia intrigued me because of its unique battle system and sensational graphics! The Legend of Zelda game looks so intense! Fighting on Epona? May I say . . . *cool*!! This game looks to be the king of all Zelda games ever made. I will be counting down this July for Tales of Symphonia and patiently waiting for 2005's Legend of Zelda!

Emily M.
Pennsylvania

In my opinion this was the best E³ ever! Nintendo had so many great games to show off, and the DS just blew me away. The DS looks like it'll be a great handheld, and some of the uses of the touch screen are pure genius. While there were a lot of great games at this year's E³, there were two games that really stood out to me. These two games are Donkey Kong: Jungle Beat for the GCN, and Pac-Pix for the DS. Both of those games look extremely innovative, and they look like they're going to be a lot of fun to play. They both put a unique twist on two of the classic game series that I love. I really can't wait for those two games to come out, as well as many other great E³ games!

WaluigiCubed
Via the Internet

I can't wait until Pokémon FireRed and Pokémon LeafGreen come out! The articles in Pokécenter and [the E³ coverage] were awesome! Also, I can't believe that the Nintendo DS will be Wi-Fi compatible! I went *nuts* when I read that article!

Will F.
Colorado

To tell [you] the truth, I was beginning to get bored with video games before E³. I am a major video game fanatic, and boredom with video games caused me to sink into a kind of depression. Then, a ray of hope came into my world with the news of an innovative new [Nintendo] handheld. The big news was, it has two screens! So I kept up on this new system and all of the news updates. New X & Y buttons! A touch screen! Wireless capabilities! A built in microphone! This new system was enough to pull me back into the video game world, but there was more! Metroid Prime 2 Echoes. And then, my eyes saw something that made my heart stop! A new Legend of Zelda game that was superrealistic! I had been defending Wind Waker's graphics for a year, but no more! Now that E³ is over, I'm back to my normal, video game fanatic self.

Raymond G.
Via the Internet

E³ is over but the waiting isn't, and I'm waiting for a few games. One of them being the incredibly amazing The Legend of Zelda game that surprised us all. It looks absolutely gorgeous (as all the others have in the past). I can't wait until that game arrives. It will be one of the best-looking yet. Metroid Prime 2 Echoes looks like it's gonna be another jaw-dropping game. The first one was great, this should be [even better.] Nintendo, Retro, and all the others that are with you guys, keep up the good work. You are truly gods of art!

Frank
Via the Internet

After reading about all that went on at this year's E³, I am [excited] about the new Legend of Zelda title for GCN. This is the Zelda game that everyone was waiting for! Though The Wind Waker was a wonderful game, this new Zelda will be a lot better. The fighting on horseback will be a totally new concept! Imagine the possibilities. I will be on the edge of my seat waiting for this game. The game's trailer literally brought me to tears—I was so overjoyed. This new Zelda game will be much anticipated by Zelda fans worldwide.

~LINKOFTHEWIND~
Via the Internet

This year's E³ was one of the most spectacular yet. It was pretty evident Nintendo ruled the show floor. The new Zelda, Nintendo DS and the whole "Revolution" concept will be the most talked-about thing for the rest of 2004 and on into 2005. I also have to give props to Mr. Reggie Fils-Aime. His ambitious attitude is just what Nintendo needs to turn itself into the "hype machine" it once was. I've been a Nintendo fan since the mid to late '80s and I'm proud to be one now in the new millennium. Here's to a bright present Nintendo and an even brighter Nintendo revolution.

Kezay
Via the Internet

What game am I looking forward to from E³? Donkey Konga of course! I like the unique controller—a set of plastic bongos—and I like the fact that some of the songs in the game are real songs. It'll be great playing Donkey Konga while listening to Blink 182. I'm not a big fan of Donkey Kong, but I have to admit, this game looks great!

Steven H.
Via the Internet

Border Art Provided By:
Andrew B., Washington
Anonymous, California
Caleb H., Missouri
Charles H., Illinois
Dennis Z., California
Joseph A,. Oklahoma
Kelly F., Indiana
Laura K., Nebraska
Mitchell L., Saskatchewan
Monique V. Ontario
Nolan S,. Alberta
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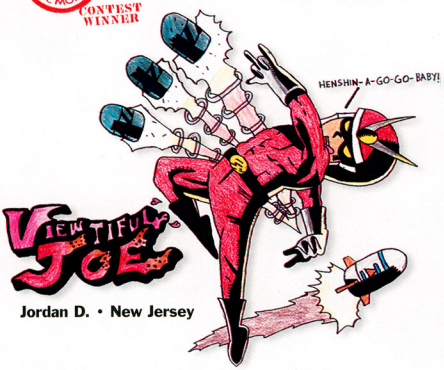
PLAYER'S PULSE ARTIST'S GALLERY

Sara S. • Florida

ART OF THE MONTH CONTEST WINNER

M. M. • Tennessee



Jordan D. • New Jersey

Emily S. • Pennsylvania

Mandy P.
Minnesota

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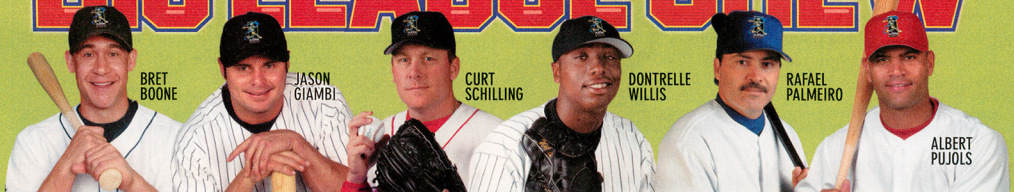

NINTENDO ONLINE

www.nintendo.com

POKéMON HEADQUARTERS

Games

Upcoming Releases | GBA

Last month we revealed some of the exciting changes you'll see at pokemon-games.com this September. This month, we have even more news! You already know that pokemon-games.com is being completely redesigned to serve as the headquarters for Pokémon video games, but the changes don't stop there—we're also adding all sorts of fun surprises to the site. In addition to the site-customization feature we mentioned in Volume 183, you can register to become a Pokémon-Games.com Trainer and earn Trainer Points by exploring the site—then use the points to unlock exclusive downloads, including wallpapers and screensavers. Additionally, our Pokémon experts have been putting together a complete Pokédex and Pokémon history for the site. You'll learn about the Pokémon FireRed and Pokémon LeafGreen GBA games in their own subsite on pokemon-games.com—discover more about the Pokémon universe in Professor Oak's Lab, or play fun Pokémon Flash games in Professor Oak's Training Center. Keep an eye on the N-Sider forums, too! Every week we'll select our favorite Pokémon team from the nintendo.com forums and feature it on pokemon-games.com as the Battle Team of the Week. Let the countdown to September begin.

www.pokemon-games.com

THE PIKMIN ARE COMING!

Games

Upcoming Releases | GCN

Are you hungry for more facts about white or purple Pikmin? Satisfy all your Pikmin 2 cravings at pikmin.com. Watch strategy videos to prepare for your cosmic adventure, or kick back and observe the Pikmin through the site's virtual spycams. You can also score free Pikmin 2 downloads, including a Pikmin 2-themed Windows Media Player skin. Last month we spilled the beans about the pikmin.com scavenger hunt, and you told us you wanted more details! Site visitors will use virtual Pikmin to locate treasure—and may even win officially licensed Pikmin 2 merchandise. Check pikmin.com to find out where to begin your search. Happy hunting!

www.pikmin.com

FUSION TOUR 2004

Events

Fusion Tour

The Nintendo Fusion Tour is coming this fall, and you won't want to miss it! What is the Fusion Tour, you ask? It's a huge fusion of live music and Nintendo video games—the best of both worlds. Attendees will be able to try out demos of games such as Metroid Prime 2 Echoes and Paper Mario 2: The Thousand-Year Door. Story of the Year will be headlining this year's Fusion Tour, and they'll be joined by special guests Lostprophets, My Chemical Romance and Letter Kills. You can learn more about the bands and the tour at nintendofusiontour.com. The site is your source for tour dates, news and ticket info, as well as video and music clips of the bands. The Fusion Tour is hitting 30 cities around the US—check out the site to find out if we're coming to a town near you! And while you're at the site, don't forget to sign up for the Fusion Tour newsletter—you could win tickets to a show. Visit nintendofusiontour.com for the official sweepstakes rules.

www.nintendofusiontour.com

ON THE HORIZON

Games

Upcoming Releases | GCN | GBA

September is going to be a fantastic month for GBA and GCN owners! F-Zero—GP Legend for the GBA and Donkey Konga for the GCN are just two of the titles that will be hitting stores—and with new games come new sites. The F-Zero—GP Legend site will be going live in mid-September at f-zerogplegend.com. There you can soak up news about the upcoming game and the new F-Zero animated series, including character and story details.

At donkeykonga.com, you'll find a Donkey Konga song list, sound clips, tips for how to throw a wicked Donkey Konga party and more. My Nintendo members will be able to organize wild Donkey Konga bashes, complete with electronic invitations. We'll track the party scene and display the hot spots on a huge map of North America. Join the fun!

www.f-zerogplegend.com www.donkeykonga.com

Jude LAW
Gwyneth PALTROW
and Angelina JOLIE
SKY CAPTAIN and the WORLD of TOMORROW
PARAMOUNT PICTURES AURELIO DE LAURENTIIS AND JON AVNET PRESENT
A BROOKLYN FILMS II / RORSCHACH-BLUE FLOWER / FILMAURO PRODUCTION A KERRY CONRAN FILM GWYNETH PALTROW JUDE LAW
"SKY CAPTAIN AND THE WORLD OF TOMORROW" GIOVANNI RIBISI MICHAEL CAMBON BAI LING OMID DJALILI AND ANGELINA JOLIE
CASTING BY RICK PAGANO MUSIC BY EDWARD SHEARMUR CO-PRODUCERS HESTER HARGETT BROOKE BRETON DIRECTOR OF PHOTOGRAPHY ERIC ADKINS EXECUTIVE PRODUCER AURELIO DE LAURENTIIS SENIOR VISUAL EFFECTS SUPERVISORS SCOTT E. ANDERSON EXECUTIVE PRODUCERS RAFFAELLA DE LAURENTIIS BILL HABER EDITED BY SABRINA PLISCO, A.C.E.
PRODUCTION DESIGNER KEVIN CONRAN PRODUCERS MARSHA OGLESBY SADIE FROST JUDE LAW PRODUCED BY JON AVNET WRITTEN AND DIRECTED BY KERRY CONRAN
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SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN
SEQUENCES OF STYLIZED SCI-FI VIOLENCE AND MILD LANGUAGE
IN THEATRES SEPTEMBER

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Will Mario Tennis play by the book, like the N64 classic, or throw the book out the window? We've got breaking details on the sports title—check out page 22 to see which way the game's going to spin.

NINTENDO DS—THE NEW LOOK

It's final—Nintendo has chosen the name and hardware design of its upcoming handheld device. Nintendo DS, the code name that has captured the world's attention, will remain as the dual-screened system's name. The final design is sleeker and sharper than the E^3 demo model, with a slimmer black base and an angular platinum flip-top cover. Face buttons and shoulder buttons are larger than before, and the power button has switched sides with the start and select buttons, which now both conveniently sit above the A, B, X and Y Buttons on the right. The speakers are prominently designed into the face of the flip-top cover, so you'll get stereo sound even when your headphones aren't pulgged in. No doubt, the Nintendo DS elevates the art of design to a new level.

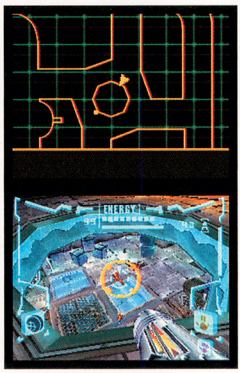
A TRUE BEAUTY—INSIDE AND OUT

At E³, Shigeru Miyamoto spoke of the Nintendo DS as a revolutionary system that was packing in a lot of functionality, and the final design highlights some of those features. When you're not using the stylus for Nintendo DS touch-screen control, you can put it into a newly added storage slot. The microphone, for the device's voice-controlled capability, remains in the same spot as on the demo unit, but it's now clearly marked and stands out on the platinum surface below the lower screen. As a whole, the streamlined Nintendo DS is a great-looking package for the handheld device's many other great features: one slot for Nintendo DS game cards, a second slot for Game Boy Advance Paks, a rechargeable battery, wireless gaming for up to 16 players at a range of 30 feet (and farther under optimized conditions) and WiFi compatibility.

DEVELOPERS OUT IN FULL FORCE

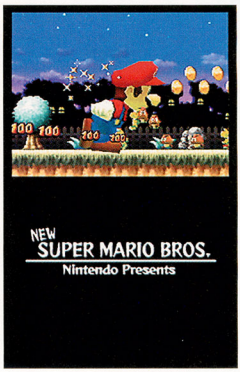
Software companies around the globe are prepping a massive number of titles for the Nintendo DS: over 100 companies already have more than 120 games in the works. Electronic Arts recently unveiled one of its projects—The Urbz: Sims in the City will be coming out on the Nintendo DS, and will offer touch-screen and wireless functionality not possible in other versions. Japanese developers have announced further DS development plans that include games in the Castlevania, Secret of Mana, Vandal Hearts, Boktai and Harvest Moon series, among many other titles. And Nintendo itself is developing over 20 titles, including Super Mario 64x4, Metroid Prime: Hunters, WarioWare, Inc. DS, Mario Kart DS, New Super Mario Bros. and Nintendogs. With so much momentum behind the Nintendo DS as a gaming device, it's impressive to see that Nintendo has put a lot of effort into making it a social device as well—it will have a chat function and the ability to detect nearby units. We'll have more DS announcements next month. Until then, stay tuned to nintendo.com/ds for the latest DS news, plus the full list of recent DS title announcements from Japanese developers.

SUPER MARIO 64x4
When four players come together in the Mushroom Kingdom, they'll have no need to fear the wrath of the Chain Chomp.

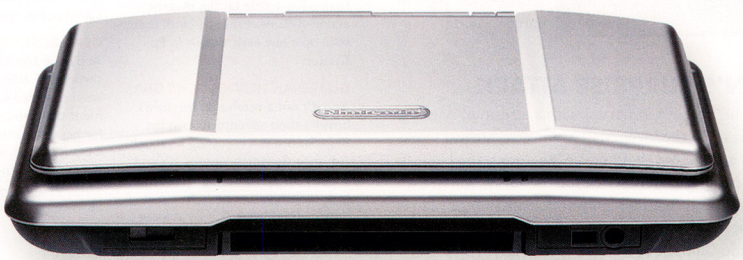


METROID PRIME: HUNTERS
Good thing the Nintendo DS has storage for your stylus—you'll need it close at hand for a quick draw in Hunters.

ANIMAL CROSSING DS
A world of Animal Crossing fans will grow a whole lot closer with the enormous promise of wireless gameplay.



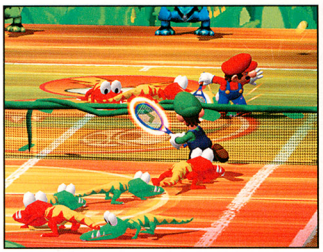
NEW SUPER MARIO BROS.
This Nintendo DS title remains veiled in secrecy. We do know one thing: you can't deny the appeal of a supersized Mario on the rampage.



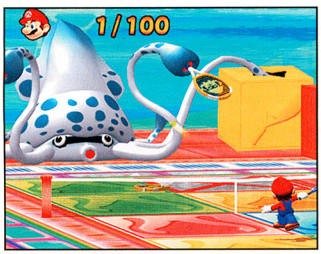
THE GAMING NEWS FOR OCTOBER 2004

SURPRISE SPIN ON TENNIS

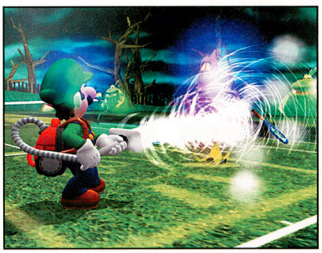
When we first glimpsed screenshots in 2002, Mario Tennis looked like it was shaping up to be a graphically slick follow-up to the straightlaced N64 hit. We've received further details in recent months, and a fresh volley of screens is revealing that the Nintendo GameCube sports title will serve up an even crazier spin than we'd come to believe. On-court hazards, competitors from other GCN titles and totally nonstandard gear—the signs point to a Mario Tennis that will play hard for laughs.



Klap Traps, which have nibbled at Donkey Kong's ankles for years, will find a buffet of characters to snack on during matches; the ghosts that plagued Luigi's Mansion will also disrupt games.



Squid pro quo! Mario will have to give all he can to endure what he'll get from the Gooper Blooper from Super Mario Sunshine.



Luigi looks like he'll be hauling his Poltergust 3000 out of storage to bring justice to unwelcome ghosts.

Perhaps Wario and Waluigi are picking up some hustle skills at the school of hard knocks—on a treadmill with a Chain Chomp dogging their steps.

EA'S GOT GAME WAY INTO '05

We'd barely recovered from the feeding frenzy at EA's showing of its coming lineup—check out pages 90 through 93—when EA announced two titles due in early 2005: NFL Street Vol. 2 and NBA Street Vol. 3. The third installment of the basketball series (shown at left) promises to push customization further, giving players the ability to build courts from the ground up. EA plans to add new interactive wall moves and style catches to its arcade-style pigskin game.

MEGA MAN'S SURPRISE ATTACK

Mega Man's done his best to own 2004 with a stream of releases, and two titles, both set in the Mega Man X universe, are just weeks away. Capcom has announced that Mega Man Zero 3, the latest in the intense side-scrolling action series for the GBA, will see an early-October release, and that its highly anticipated Mega Man X Command Mission—the first console RPG for the Blue Bomber—will hit the Nintendo GameCube in late September!

QUICK HITS OF BIG NEWS

CAPCOM PINS DOWN EVIL

Slap a big red X on your calendar for January 11, 2005: Resident Evil 4 will finally emerge from its dark place on that date. Our New Year's resolution will be to spend the larger part of January trying to stay two steps ahead of the scary guy with the chainsaw.

X-Men FASTBALL SPECIAL

Snikkt, and throw! Activision pulled off its own version of Wolverine and Colossus's swift strike with its sudden announcement at Comic-Con in July—X-Men Legends will hit stores in late September! We'll have a full article on the mutant action-RPG next month. Until then, soak up a few early details in Epic Center.

GUARDIAN HEROES GOES GBA

And it's not a rerelease. Treasure's brawl-a-thon adventure from the Sega Saturn era is getting a sequel: Advance Guardian Heroes. It's truly a rarity for Treasure, which normally doesn't touch sequels. Brace for impact—this one's due for release on September 9th.

WIRELESS ON THE WAY

When gamers pick up Pokémon FireRed and Pokémon LeafGreen on September 9th, they'll get the Game Boy Advance Wireless Adapter automatically. You'll also be able to buy the Wireless Adapter separately for a manufacture's suggested retail price of $19.99 in early September. There are already quite a few compatible GBA games beyond the Pokémon titles, believe it or not—Mario Golf: Advance Tour, Hamtaro: Ham-Ham Games, Digimon Racing and various Classic NES Series titles (Super Mario Bros., Donkey Kong, Ice Climber, Pac-man and Xevious).

DEAD RUSH NEVER TO RISE

Activision has announced that its surprise E3 title, Dead Rush, has been canceled because it "did not meet the standards that we have for big propositions," according to CEO Ron Doornick. We'd pegged the genre-defying title as a "Grand Theft Undead"—we offer our condolences for the concept's demise.

MARIO PINBALL LAND

Game Type: Pinball adventure
Publisher: Nintendo
ETA: October 4, 2004
System: Game Boy Advance

Where has this brilliant idea been all these years? In the heads of Adrian Barritt and Richard Horrocks, apparently. The two developers, creators of the Pro Pinball series, founded Fuse Games and made Mario Pinball Land their inaugural project. With some guidance from Nintendo, their interpretation of Mario's world as a series of interconnected pinball fields is unbelievably addictive. The pinball-driven adventure sends Mario—in spherical form—in pursuit of Peach after Bowser whisks her off to his castle, and you'll bump into many classic characters along the way. Fuse has tapped into the essence of Goombas, Shy Guys and a host of other foes and friends so well that Pinball Land fits right into the Mario universe—prepare for a new perspective on some familiar faces.

It's a high-caliber breakthrough: you'll send Mario to various realms by shooting him from a cannon.

You'll have to be quick with the flippers to keep the pyramid from sinking into the sands.

If you can raise the pyramid, you'll bore into its depths to face its magic-wielding pharaoh.

Pinball Land's creatures are stunningly animated. It's almost a shame to bash 'em—even Bowser.

KIRBY & THE AMAZING MIRROR

Game Type: Platformer
Publisher: Nintendo
ETA: October 18, 2004
System: Game Boy Advance

Fans who insist that Kirby is at his best in side-scrollers will be overjoyed with his upcoming release. The platformer is a bubbly celebration of classic gameplay. But it's the addition of Kirby's cell phone that has us dizzy for the game's fizzy goodness. When you call in a squad of Kirbys to help you out of tight situations, it's pure butt-kickin' comedy.

You'll want to reach for the phone and order up some quadruple-Kirby chaos when facing the game's fantastic bosses.

Which new copy ability will be the fan favorite? We're putting our money on Missile Kirby, which turns the hero into a long-range guided missile.

WWE: DAY OF RECKONING

Game Type: Wrestling
Publisher: THQ
ETA: August 30, 2004
System: Nintendo GameCube

We'll have a full review of WWE: Day of Reckoning in next month's issue, but rest assured that it's the best wrestling title on the GCN to date. The gameplay is reminiscent of WWF: No Mercy on the Nintendo 64, and the story mode, in which you climb the ranks from a trainee to a main-eventer, is a heck of a lot more fun than last year's bizarre Revenge mode.

If you've seen a WWE match on TV, chances are you can re-create it in the game. The newest addition is the Bra & Panties match.

Special Momentum Shift moves (such as a well-placed thumb to the eye) help you turn the tide when you're getting the smack laid down on you.

PAPER MARIO SCRIBE NATE BIHLDORFF SPEAKS VOLUMES

Any longtime Nintendo fan will tell you that something has seriously changed in Nintendo games in recent years—the writing. Nintendo has come a long way from the 8-bit days of slipping fortune-cookie-length dialogue into games. We caught up with Nate Bihldorff, Associate Localization Producer at Nintendo of America, to hear the "written voice of Mario games" speak volumes about his latest project, the recently subtitled Paper Mario: The Thousand-Year Door.

NP: The original Paper Mario's dialogue was charming on the N64, but the new Paper Mario's was downright hilarious at E³. Nintendo of America's localization team wrote the English dialogue for both games—what's different this time?

NB: All the scenarios for each chapter are laid out with a much bigger eye for humor. I think the game's development team went out and made it much funnier. We put a lot of humor in the last one. The other thing is that this time we actually have NOA translators working on it—Bill Trinen, who's the lead, plus Tim O' Leary, Scot Ritchey and Thomas Connery—who make sure that humor comes through. Before, it was translated in Japan, so the translation was very basic. We probably missed a lot of the stuff that was funny in the Japanese version. Now with Paper Mario for the GCN, we've got NOA translators putting in the nuances of humor from the Japanese version.

NP: Was the N64's Paper Mario your first project?

NB: Yeah, I was actually freelancing at that point. I freelanced just that project and then went snowboarding for a year.

NP: The characters and story in Mario & Luigi: Superstar Saga were more developed than in the N64's Paper Mario. How do the new Paper Mario's story and characters compare to the original?

NB: The game not only has really good stories, but the stories are really well interwoven. Most of this game is really, really funny, but it takes these left-hand turns into deep, meaningful areas where people have lost family members and stuff like that. But, it's like, you're in the middle of this goofy game, and all of the sudden this one chapter is so hard-core. It's key to have our translators there. I asked them how they were handling it in the Japanese version—is it funny at all?—since obviously Japanese is a really subtle language. There's so much nuance in the way things are said. And they said that they were playing it straight up.

NP: How much effort goes into naming places, items and characters?

NB: We'll have naming sessions where we get as many people in the room as possible and hash it out. And sometimes somebody will have a great idea while they're looking at a character and everyone just knows *that's* the name. Without a doubt, let's move on. Then with others you'll spend much longer.

> ***"We want to appeal to older gamers, because it's a complex story and hilarious game."***
> ***— Nate Bihldorff***

NP: How about some of the character races in the game? Can you think of a certain race where you really had to work that around the group for a while?

NB: It actually goes back to Super Mario Sunshine with the Piantas, the guys that have palm trees growing out of the top of their heads. They actually run a crime syndicate in the hub town, Rogueport, and you see them in the beginning shaking some people down. They have a very important recurring role over the course of the game. You have to keep going back to them and asking favors of their boss. I remember when we were naming the Piantas for Super Mario Sunshine—that took forever. Because it was a Mario game, we had character descriptions and knew what they looked like. We decided to do Italian-derivative names for everything on that island. We named the little hermit guys Nokis because they looked like pasta. The Piantas—I forget what *pianta* meant, I think it was some plant derivative. But we went back and forth on that. We'll spend much longer with principal characters.

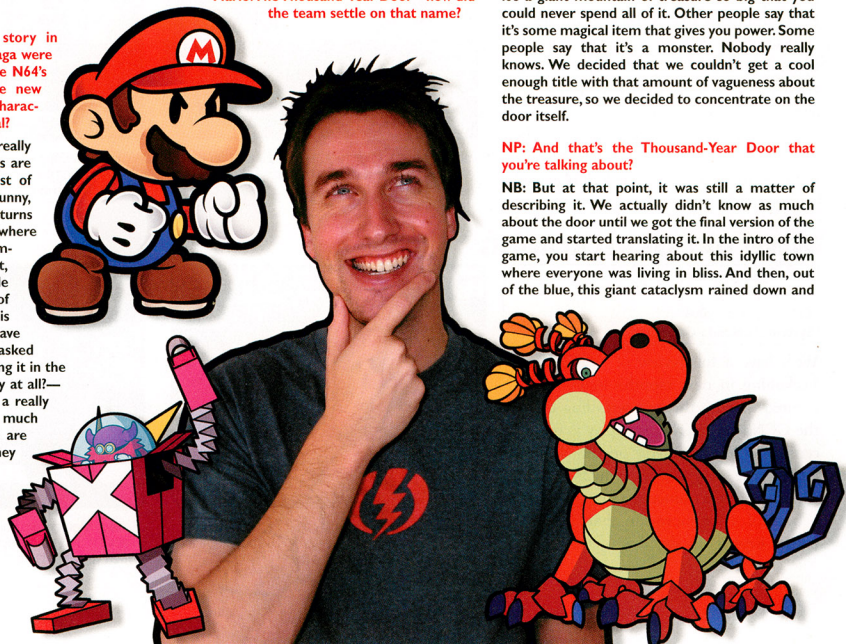
NP: So for the final name of the game—Paper Mario: The Thousand-Year Door—how did the team settle on that name?

NB: Subtitles are brutal. Basically, we sat down and asked what the central parts of this game were. We've got the Crystal Stars—you've got to collect seven Crystal Stars over the course of the game. But you did the same thing in the original Paper Mario, and then there was the original Super Mario RPG, which was the Legend of the Seven Stars. Did we really want to go down this road again and have stars? Probably not. There's an entity called—well, I can't let that detail out for now—who you find out about in Chapter Four. We decided that appearance was a little too late in the game to base an entire subtitle on. Then

there's the door, plus what could possibly be behind the door. In the game, some are saying that it's a giant mountain of treasure so big that you could never spend all of it. Other people say that it's some magical item that gives you power. Some people say that it's a monster. Nobody really knows. We decided that we couldn't get a cool enough title with that amount of vagueness about the treasure, so we decided to concentrate on the door itself.

NP: And that's the Thousand-Year Door that you're talking about?

NB: But at that point, it was still a matter of describing it. We actually didn't know as much about the door until we got the final version of the game and started translating it. In the intro of the game, you start hearing about this idyllic town where everyone was living in bliss. And then, out of the blue, this giant cataclysm rained down and



sunk it into the earth and buried this town. A thousand years pass, and another town grew up—that's Rogueport—and the reason why it attracted so many thieves is because stories of this underground area and this thousand-year door have pervaded the town. And so everybody's looking for it that people want to figure out a way to open it, since *something's* back there. Some want treasure; some want power. And the main bad guys—the X-Nauts—want to get back there for their own reasons. Mario ends up going after it because he doesn't have any choice. He doesn't really care what's behind the door, but he gets called there because Peach sends him a treasure map that she found on the island and asks Mario to come look for the treasure with her. When he gets there, she's gone. So Mario thinks that, by following the map, he'll find her. As for the title, we wanted something that pops and sounds intriguing. You almost instantly find the Thousand-Year Door in the beginning of the game and hear a bunch of people talking about it. So the intrigue builds. Yeah, naming things. It's the hardest thing in the world.

NP: When Charles Martinet records voices for Mario games—Mario, Luigi, Wario and others—he uses audio samples to put his voice in touch with each character. As you write for the many dozens of characters in Paper Mario, do you use any kind of touchstones?

NB: Say you have a character in town. All of his dialogue at various points of the game—after Stage 1, Stage 2, Stage 3—is going to be shown in one text block. So if I write it all at once—and if I've nailed the voice during the first chunk—it's easy to burn through it all. But it gets more complicated with recurring characters, because, by the end of the game, you'll hit a plot point where the gist is that a bad guy says, "You're goin' down, Mario," and then your companion says something back to him. The character at your side at the time will be the one who's going to respond, so when writing across that scene, it's like: Valley Girl, Southern belle, kind of wimpy guy, precocious dude, British sea admiral and so on.

NP: So do you hold those kinds of simple mantras in your head?

NB: When I'm doing one of those characters, I'll know an area where I did a lot of a dialogue for him, then jump to the file and read some big chunk of dialogue that I've written. Then everything I write, I'll generally say aloud—if I'm here by myself on weekends! [Laughs.] Or I'll say it in my head and sound it out.

NP: You'll say it out loud?

NB: You should see me in here on weekends when I'm by myself. It's totally schizophrenic. I'll be saying something weird in an English accent then responding in a Southern belle accent. It's kind of ugly. Especially with a game like this where so much of it ends up being not only word choice but also phonetic spelling. I remember on Mario & Luigi, I was trying to do this French accent that was hitting a fine line between spelling things out phonetically to make it sound right but also leaving it so that people are going to understand it. It's one of the bigger challenges, especially on a game like this, in which we want to appeal to older gamers, because it's a complex story and hilarious game. But there will also be younger gamers playing it, and it can't be completely unreadable. Maybe they won't get a lot of stuff. There's nothing wrong with putting in jokes or certain things that are really going to appeal to older gamers and might go over the head of younger gamers, but it can't be anything essential. You can't take a key game point that somebody has to know and butcher it to the point where only a 16-year-old gamer is going to get it.

NP: What do you find funny? Who are the comedians or writers that you find funny?

NB: Oh, man. How long do you have? That's not an easy answer. For humor, I really like T.C. Boyle and William Goldman, who's written a lot of really bizarre stuff. Goldman's in the back of my mind because I read *The Princess Bride* again lately. It's one of my all-time favorite meta-novels. He's really good at tongue-in-cheek. But I'm not sure of how much of that seeps in. I'm a TV dork. Pop culture has seeped into my brain at many levels. You'll probably see a lot of throwaway stuff in there—not directly related to pop culture, of course.

NP: You seem like you live in Mario's world pretty easily. What's your secret?

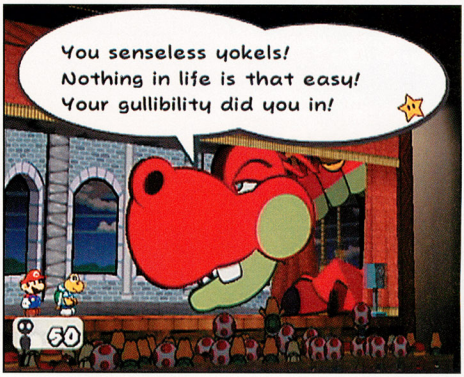
NB: That's just my childhood, man. It's one thing to just look at past games and kind of do research on it and get funny references to old games in there. But, I mean, I was a freak when I was a kid, I *loved* Mario games. They were the first games I ever played. I was a Nintendo-system freak in general. But there was never a Mario game that I wasn't playing religiously—from start to finish and getting everything in it.

NP: So you played the games a lot when you were young. What are the big career moves—or avoided career moves—that have been seminal for your doing this so well?

NB: I wish it were a more exciting story. I ended up out here pretty closely after college after snowboarding for another year. I tended bar. Lived life.

NP: Do you think living life plays a big part in writing these games?

NB: Definitely. Every experience you have definitely shapes you. You've got to be in the right frame of mind to write these things. More than that, I'm blessed with a very loving family—a big family with lots of cousins. So I've always been surrounded by kids of various ages. And so even as I've passed out of periods of my life—through when you're 10 years old and sittin' down with your first Super Mario and feeling the excitement of getting in there and laughing at these things—I've been able to look back with my cousins and see them going through the same sorts of things. And I'll remember what it was like—feel this abject joy and laugh at something in a video game or a book. And my philosophy with all video games—and this is why I love Nintendo games—is that you really should feel like a kid when you're playing 'em. Recapturing that . . . I don't know how to describe it . . . that sense of wonder that you have as a kid. Unpolluted by the cynicism of adults and all that stuff. That's the holy grail of video games. And I think that Mario games have always done that.



GAME WATCH FORECAST

NINTENDO GAMECUBE

ADVANCE WARS: UNDER FIRE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: ATTACK OF THE TWONKIES
ALIEN HOMINID
BAD BOYS: MIAMI TAKEDOWN
BATEN KAITOS: LEGENDARY WINGS AND THE LOST OCEAN
CALL OF DUTY: FINEST HOUR
CHICKEN LITTLE
THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
CONAN: THE DARK AXE
DEAD PHOENIX
DEF JAM: FIGHT FOR NY
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DIGIMON WORLD 4
DONKEY KONG JUNGLE BEAT
DONKEY KONGA
DREAMWORKS' SHARK TALE
FIRE EMBLEM
THE FAIRLY ODDPARENTS: SHADOW SHOWDOWN
FUNKYDILLA
GEIST
GOLDENEYE: ROGUE AGENT
THE INCREDIBLES
JUSTICE LEAGUE
KILLER 7
KING ARTHUR
THE LEGEND OF ZELDA*
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
THE LORD OF THE RINGS: THE THIRD AGE
MARIO TENNIS
MEGA MAN X COMMAND MISSION
METROID PRIME 2 ECHOES
MIDWAY ARCADE TREASURES 2
MOBILE SUIT GUNDAM
THE MOVIES
NASCAR 2005: CHASE FOR THE CUP
NBA LIVE 2005
NBA STREET VOL. 3
NEED FOR SPEED UNDERGROUND 2
NFL STREET VOL. 2
NHL 2005
ODAMA
ONE PIECE: TREASURE BATTLE
PAPER MARIO: THE THOUSAND-YEAR DOOR
PILLAGE
PINBALL HALL OF FAME
POWER RANGERS: DINO THUNDER
PRINCE OF PERSIA 2*
RESIDENT EVIL 4
ROBOTS
ROCKET POWER: ZERO GRAVITY ZONE
SCALER: THE SHAPE SHIFTING CHAMELEON
SECOND SIGHT
SPIDER-MAN 3
THE SPONGEBOB SQUAREPANTS MOVIE
SPYRO: A HERO'S TAIL
SRS: STREET RACING SYNDICATE
STAR FOX
STARCRAFT: GHOST
STRIKE FORCE BOWLING
TAK 2: THE STAFF OF DREAMS
TEENAGE MUTANT NINJA TURTLES 2
TERMINATOR 3: THE REDEMPTION
TIGER WOODS PGA TOUR 2005
TIMESPLITTERS 3: FUTURE PERFECT
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S SPLINTER CELL 3*
TONY HAWK'S UNDERGROUND 2
TY THE TASMANIAN TIGER 2
UNITY
THE URBZ: SIMS IN THE CITY
VIEWTIFUL JOE 2
WORLD CHAMPIONSHIP POKER
WORLD CHAMPIONSHIP POOL 2004
WORMS FORTS: UNDER SIEGE!
WWE: DAY OF RECKONING
X-MEN LEGENDS
ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

A SOUND OF THUNDER
ADVANCE GUARDIAN HEROES
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: ATTACK OF THE TWONKIES
AERIAL ACES
BACKYARD BASKETBALL
BANJO PILOT
BARBIE: THE PRINCESS AND THE PAUPER
BEJEWELED
BEYBLADE G-REVOLUTION
BOKTAI 2: SOLAR BOY DJANGO
CRUSHED BASEBALL
CUSTOM ROBO GX
DEAD TO RIGHTS
DISNEY'S PARTY
DISNEY'S THAT'S SO RAVEN
DK: KING OF SWING
DONKEY KONG COUNTRY 2
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DRAGON BALL Z: BUU'S FURY
DREAMWORKS' SHARK TALE
DUEL MASTERS 2: KAIJUDO SHOWDOWN
F-ZERO GP LEGEND
THE FAIRLY ODDPARENTS: SHADOW SHOWDOWN
FAMITSA ADVANCE
FIFA SOCCER 2005
FINAL FANTASY I & II
GRAND THEFT AUTO
GUNDAM SEED: BATTLE ASSAULT
HAMTARO: RAINBOW RESCUE
HARDCORE POOL
I-NINJA
THE INCREDIBLES
JUKA AND THE MONOPHONIC MENACE
KILL.SWITCH
KINGDOM HEARTS: CHAIN OF MEMORIES
KIRBY & THE AMAZING MIRROR
LADY SIA II
THE LEGEND OF ZELDA: THE MINISH CAP
LEMONY SNICKET: A SERIES OF UNFORTUNATE EVENTS
LILO & STITCH 2
LIZZIE MCGUIRE 2
THE LORD OF THE RINGS: THE THIRD AGE
MARIO PINBALL LAND
MEGA MAN ZERO 3
METAL SLUG ADVANCE
MICKEY'S MAGICAL QUEST 3
MS. PAC-MAN: MAZE MADNESS
NEED FOR SPEED UNDERGROUND 2
ONE PIECE: GRAND BATTLE
PAC-MAN WORLD 20TH ANNIVERSARY
PAYBACK
PIRATE BATTLE
THE POLAR EXPRESS
POWER RANGERS: DINO THUNDER
RACING GEARS ADVANCE
RADIUM
RAVE MASTER: DUAL EXPLOSION
RIVER KING
ROAD RASH: JAILBREAK
SCURGE HIVE
SD GUNDAM FORCE
SMASHING DRIVE
SPEED BALL 2: BRUTAL DELUXE
SPY MUPPETS: LICENSED TO CROAK
STAR WARS TRILOGY: APPRENTICE OF THE FORCE
TAK 2: THE STAFF OF DREAMS
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
THUNDERBIRDS
TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS
TINY TOON ADVENTURES: SCARY DREAMS
TONY HAWK'S UNDERGROUND 2
TRON 2.0: KILLER APP
TY THE TASMANIAN TIGER 2
ULTIMATE TABLE GAMES
THE URBZ: SIMS IN THE CITY
VAN HELSING
WORLD REBORN
X-BLADEZ: INLINE SKATER
XS MOTO
XYANIDE
YU YU HAKUSHO: TOURNAMENT TACTICS
YU-GI-OH! RESHEF OF DESTRUCTION
ZOIDS: LEGACY

NINTENDO DS

BOMBERMAN
EGG MONSTER HEROES
DRAGON BALL Z
DRAGON QUEST MONSTERS
DYNASTY WARRIORS
FINAL FANTASY: CRYSTAL CHRONICLES*
FROGGER
METROID PRIME: HUNTERS
MOBILE SUIT GUNDAM SEED
MONSTER RANCHER
MR. DRILLER
NEED FOR SPEED
ONE PIECE
PAC-PIX
PICTOCHAT
RAYMAN*
SPIDER-MAN 2
SUPER MARIO 64X4
THE URBZ: SIMS IN THE CITY
WARIOWARE, INC. DS
YU-GI-OH!: NIGHTMARE TROUBADOUR

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

SD
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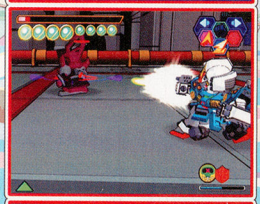

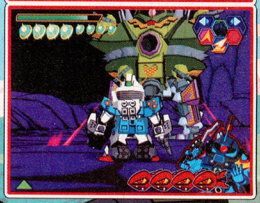

Screenshots from PlayStation®2 version

PlayStation®2

GAME BOY ADVANCE

EVERYONE
E
CONTENT RATED BY ESRB

Fantasy Violence

www.sdgundamforce.com www.bandaigames.com

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As seen on CARTOON NETWORK

BANDAI®

Nintendo GameCube

The announcement that Resident Evil 4 won't arrive until early next year has only intensified our insatiable desire for the game. It's all we can think about. Can't sleep. Must play new survival-horror. Itchy ... tasty.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	•	1
2	HARRY POTTER AND THE PRISONER OF AZKABAN	•	1
3	MEGA MAN ANNIVERSARY COLLECTION	•	1
4	SHREK 2	2	2
5	SPIDER-MAN 2	•	1
6	SONIC MEGA COLLECTION	4	10
7	SUPER SMASH BROS. MELEE	5	30
8	SOUL CALIBUR II	•	5
9	CUSTOM ROBO	3	2
10	POKéMON COLOSSEUM	1	4
11	HARVEST MOON: A WONDERFUL LIFE	6	4
12	MARIO KART: DOUBLE DASH!!	7	8
13	LUIGI'S MANSION	8	24
14	MVP BASEBALL 2004	11	4
15	METROID PRIME	10	11
16	MARIO PARTY 5	15	8
17	NEED FOR SPEED: HOT PURSUIT 2	•	3
18	SUPER MARIO SUNSHINE	14	18
19	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	16	6
20	ANIMAL CROSSING	•	16

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	PIKMIN 2	2	3
2	SECOND SIGHT	•	1
3	TALES OF SYMPHONIA	1	4
4	DONKEY KONGA	3	7
5	MADDEN NFL 2005	•	1
6	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	4	5
7	MVP BASEBALL 2004	9	6
8	WWE: DAY OF RECKONING	•	1
9	SPIDER-MAN 2	5	3
10	NCAA FOOTBALL 2005	7	2
11	METAL GEAR SOLID: THE TWIN SNAKES	8	7
12	AMAZING ISLAND	•	1
13	MEGA MAN ANNIVERSARY COLLECTION	14	3
14	BEYOND GOOD & EVIL	13	11
15	HARVEST MOON: A WONDERFUL LIFE	15	8
16	TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW	10	2
17	WARIOWARE, INC.: MEGA PARTY GAME$	6	6
18	HARRY POTTER AND THE PRISONER OF AZKABAN	17	3
19	POKéMON COLOSSEUM	12	8
20	PHANTASY STAR ONLINE EPISODE I & II PLUS	•	1

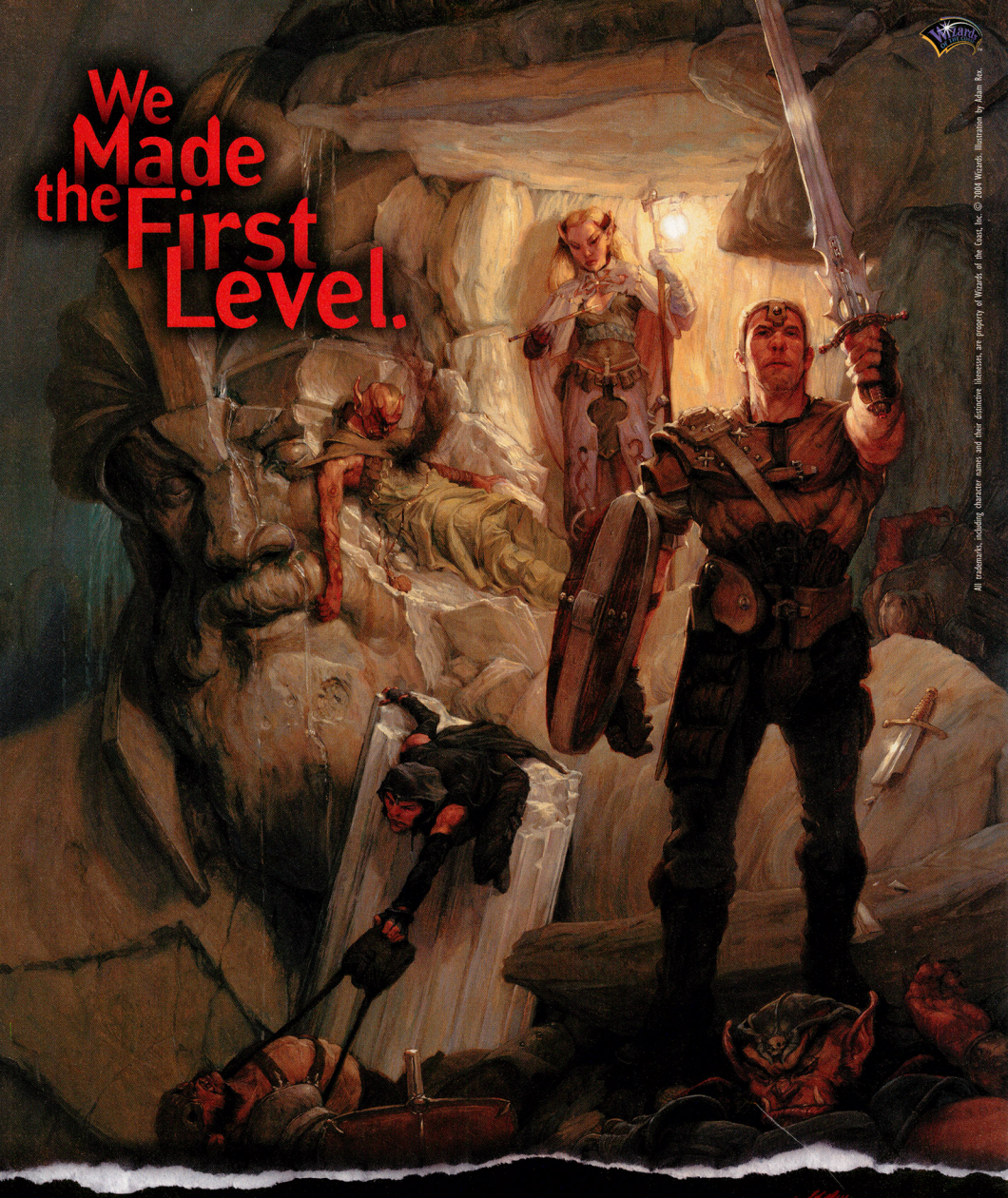
*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY: NINTENDO GAMECUBE / GAME BOY ADVANCE

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	RESIDENT EVIL 4	GCN	1	16
2	PAPER MARIO: THE THOUSAND-YEAR DOOR	GCN	3	5
3	BATEN KAITOS: LEGENDARY WINGS AND THE LOST OCEAN	GCN	4	4
4	METROID PRIME 2 ECHOES	GCN	2	8
5	VIEWTIFUL JOE 2	GCN	•	1



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Clearing out monsters and racking up experience points started with the DUNGEONS & DRAGONS® roleplaying game. And with an endless number of spells, skills, and special abilities to choose from, it's still the best way to level up and take on whatever comes next.

We did it first. We still do it best. playdnd.com

30th Anniversary DUNGEONS & DRAGONS

EXPERIENCE COUNTS

Game Boy

If you like hard-core action games, the folks at Treasure are going to be your new best friends over the next few weeks. Both Astro Boy: Omega Factor (out now) and Advance Guardian Heroes (Sept. 7th) are getting a lot of play time around the NP offices.

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	SUPER MARIO BROS. (NES CLASSIC SERIES)	•	1
2	MARIO VS. DONKEY KONG	2	2
3	THE LEGEND OF ZELDA (NES CLASSIC SERIES)	•	1
4	SHREK 2	1	2
5	HARRY POTTER AND THE PRISONER OF AZKABAN	•	1
6	SONIC ADVANCE 3	•	1
7	DONKEY KONG (NES CLASSIC SERIES)	•	1
8	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	3	9
9	POKéMON RUBY	4	15
10	NICKTOONS COLLECTION VOL. 1 (GBA VIDEO)	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	ASTRO BOY: OMEGA FACTOR	•	1
2	MARIO GOLF: ADVANCE TOUR	1	4
3	POKéMON FIRERED AND POKéMON LEAFGREEN	4	2
4	MARIO VS. DONKEY KONG	2	5
5	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	3	5
6	F-ZERO—GP LEGEND	•	1
7	FIRE EMBLEM	8	13
8	ADVANCE GUARDIAN HEROES	•	1
9	SHAMAN KING: MASTER OF SPIRITS	•	1
10	MARIO & LUIGI: SUPERSTAR SAGA	7	11

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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GAME BOY ADVANCE

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DIGITAL MONSTERS®

Racing

Start Your Engines!

Digivolve to power up!
Unlock secret Digimon!

LINKABLE! Head-to-head action for up to 4 players.*

15 tracks to conquer.
4 challenging game modes to master.

WIRELESS
ADAPTER COMPATIBLE

www.bandaigames.com

EVERYONE
E
Mild Cartoon Violence
CONTENT RATED BY ESRB

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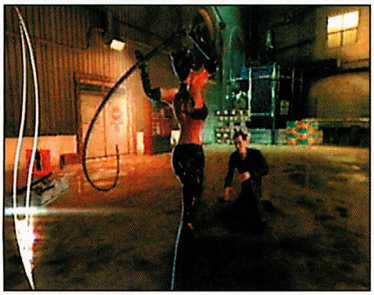
*Multiplayer games require one GamePak per player and a Game Boy® Advance Game Link® cable or a Game Boy® Advance Wireless Adapter™ (sold separately).

TOEI ANIMATION
Since 1956

BANDAI®

SCREEN TEST

Are we comic geniuses or what? We've created the funniest joke since the Atlanta Falcons went to the Super Bowl, but if you think you're better, send your best line to poweron@nintendopower.com.



Mee-ouch!

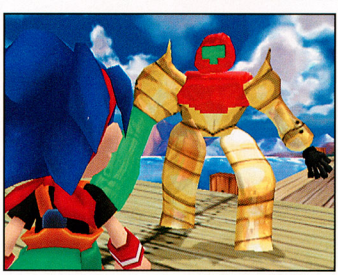
YOUR SCREEN TEST CAPTIONS

Our line was: The great Cucco Riot of 1845 was Hyrule's saddest moment.

Fly my pretties, fly! —Sandi Y.
Tell the people to flee for Helm's Deep! —WanSoul
I told you the cloning machine works. —Keaton G.
Say hello to my little friends! —Jay L.
I knew farming was hard, but this is insane. —Andrew W.
Just a bunch of Cuccos? Look at the bones! —Mace_Starider
I hope our insurance covers all the damage they'll do. —Robert A.
All this for a treasure chest. Probably only contains 20 Rupees. —Google059
Recently, Link met all 15 of Billy Hatcher's siblings. —Cameron B.
OK guys, explain to me again how this Raining Poultry spell will save Hyrule. —Dunestar
We're running away from chickens, so does this mean we're chickening out? —Bx211x97
Half a mile of chicken wire and a trip to the emergency room later . . . —The ESP
I told Red Link not to hit the Cuccos, but did he listen? Nooooo! Nobody listens to the purple guy! —Matthew S.
When did we get into an Alfred Hitchcock movie? —Sierra_Squadron
Awww, look at the cute little . . . aaaah! My arm! It's got my arm! —Jason G.

IT'S AMAZING!

Sega's newest Nintendo GameCube adventure is called Amazing Island (see the review on page 94), in which you create a monster then run through a huge series of minigames. The minigames are a bit of a mixed bag, but the character-creation system is top-notch. In fact, the NP Krew had so much fun making our own monsters that we felt the need to share them with the world. Do you recognize any of our masterpieces?

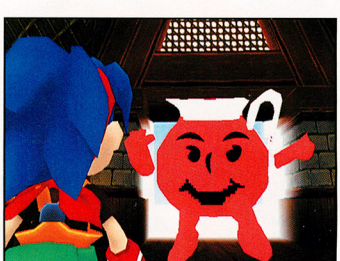


Anyone call for a bounty hunter?

Hey, you guys, I'm seriously!

Transform and roll out!

What a blockhead.



Oooo yeah!

DIGIMON

DIGITAL MONSTERS

RUMBLE ARENA 2

PlayStation 2

XBOX

NINTENDO GAMECUBE

DOUBLE THE RUMBLE!

From rubber trees and twisted toy towns to lava lakes and icy palaces, it's double the Digimon fun! Are you ready to kick some digi-butt?

- *Single-player and multiplayer action for up to 4 players!*
- *More than 45 playable Digimon forms!*
- *10 different gameplay variations to unlock - from Knockout Battles to King of the Hill, there's something for everyone!*
- *Includes favorite Digimon from all 4 TV seasons.*

TEEN T

Cartoon Violence
Comic Mischief

CONTENT RATED BY ESRB

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TOEI ANIMATION

BANDAI

The wait is almost over . . . on September 9, eager Pokémon Trainers from coast to coast will experience Kanto like never before. Join us as we take an in-depth look at the land where it all began.

Pokémon®

FireRed Version LeafGreen Version

EVERYONE E CONTENT RATED BY ESRB

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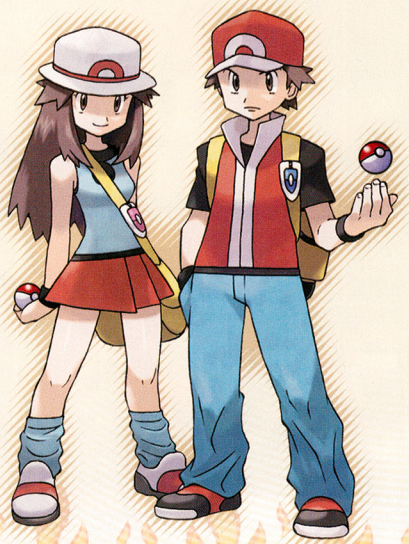
The Next Generation of Portable Multiplayer Gaming Is Here!

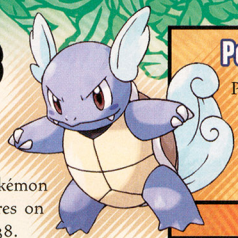
The GBA Wireless Adapter is included with the purchase of a Pokémon FireRed or Pokémon LeafGreen Game Pak. Read more about the innovative Pokémon FireRed and LeafGreen wireless features on page 36!

Return to Kanto

Names such as Pallet Town, Professor Oak, and Squirtle bring back fond memories for many Pokémon fans. This September, the ever-evolving world of Pokémon is returning to its Kanto roots in Pokémon FireRed and Pokémon LeafGreen for the GBA. These latest additions to the Pokémon series are based on Pokémon Red and Blue—the games that sparked the Pokémon craze on the Game Boy in 1998. Pokémon FireRed and LeafGreen expand on the original adventure with exciting new locations, story elements and other surprises, including boy and girl main characters.

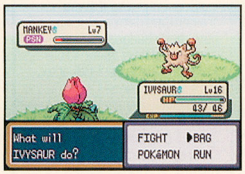


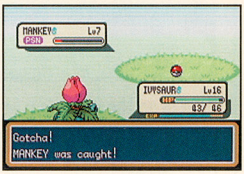
Pokémon Basics



If you're new to the world of Pokémon or you just need a review of the basics, check out our tips and info on everything from catching wild Pokémon to earning Gym Badges. Pokémon experts can flip ahead to find the new features on page 36 or the strategy walk-through on page 38.

Catching Wild Pokémon





You'll encounter countless wild Pokémon on your travels through Kanto. You can catch them in Poké Balls, but it'll be much easier if you weaken them in battle first. Hitting a weakened wild Pokémon with a status effect, such as Sleep or Paralyze, will significantly raise your chances of catching it.

Raising Pokémon

Once you catch a wild Pokémon, it's up to you to raise it. By participating in Pokémon battles, Pokémon will gain experience, grow and evolve. Pokémon usually learn new moves as they level up—they can also learn new moves through TMs and HMs, and from certain characters (see page 42).

Pokémon Type-Trumping

Pokémon and their moves are broken down into 17 types, which form the foundation of Pokémon battle strategy. Consult the chart below to determine whether one type of attack will inflict damage against another type of Pokémon.

Combat Chart

Physical Attack
Special Attack

Depending Pokémon Type

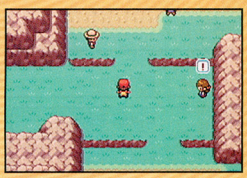
Your Attack Type	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													–	=			–
FIRE		–	–		+	+						+	–		–		+
WATER		+	–		–				+				+		–		
ELECTRIC			+	–	–				=	+					–		
GRASS		–	+		–			–	+	–		–	+		–		–
ICE		–	–		+	–			+	+					+		–
FIGHTING	+					+		–		–	–	–	+	=		+	+
POISON					+			–	–				–				=
GROUND		+		+	–			+		=		–	+				+
FLYING				–	+		+					+	–				–
PSYCHIC							+	+			–					=	–
BUG		–			+		–	–		–	+				–	+	–
ROCK		+				+	–		–	+		+					–
GHOST	=										+				+	–	–
DRAGON																+	–
DARK											+		+			–	–
STEEL		–	–	–		+							+				–

x2 damage for + attacks
x2 damage for critical hits
x1.5 damage for attack type / Pokémon type match
x0.5 damage for – attacks
x0 damage for = attacks

The Life of a Pokémon Trainer

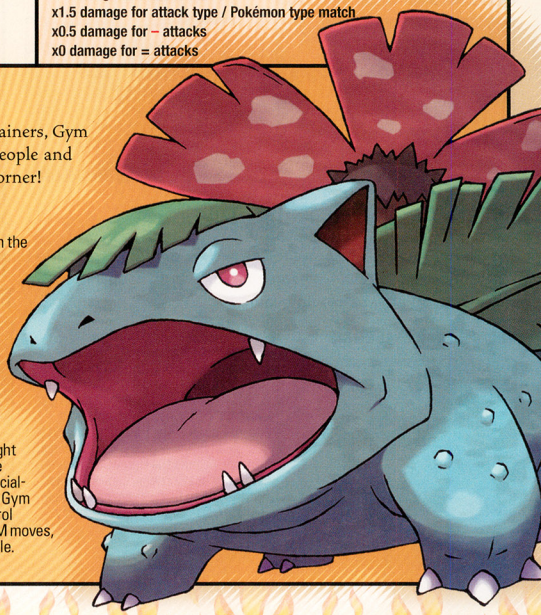
As a Pokémon Trainer, you'll travel from city to city, battling Trainers, Gym Leaders and wild Pokémon. Along the way, you'll also meet people and Pokémon from all walks of life—adventure lies around every corner!

The Road to Becoming a Pokémon Master



Many Pokémon Trainers hang out on the routes between cities, and they'll often spot you before you spot them. When an exclamation point appears above a Trainer's head, he or she is about to challenge you to a Pokémon battle. You can't catch another Trainer's Pokémon, but you *can* earn experience and cash if you win!

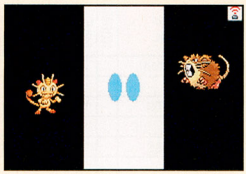
Your ultimate goal as a Pokémon Trainer is to become the Pokémon League Champion by earning the eight Gym Badges and defeating the Elite Four. Each city's Pokémon Gym specializes in different attack types. Each Gym Badge you earn allows you to control higher-level Pokémon and to use HM moves, such as Cut and Fly, outside of battle.



A Connected Community

Connectivity has become a big part of the Pokémon community. Pokémon FireRed and Pokémon LeafGreen's connectivity features offer new possibilities that far surpass anything you've experienced in previous Pokémon games. Imagine being able to connect with up to 39 fellow Pokémon fans simultaneously. With the Wireless Adapter and a visit to the Union Room, it's a reality!

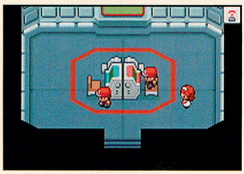
Benefits of Trading



Trading Pokémon has many benefits. For instance, some Pokémon will evolve only after they've been traded. Additionally, Pokémon you obtain through a trade will gain 1.5 times the normal experience! If a traded Pokémon exceeds the level your current Gym Badge allows you to control, though, the Pokémon won't obey you.

The Direct Corner

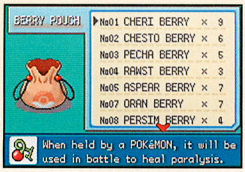
When you connect with a GBA Wireless Adapter, you'll access the Direct Corner, where you and your friends can challenge each other in three battle modes, play the Berry Crush minigame and trade Pokémon. You can still access the Pokémon Cable Club by speaking to the Direct Corner attendant while a Game Link cable is connected to your GBA.



Join the Berry-Crush Craze

In last month's Pokécenter we took a peek at the wireless Dodrio minigame. Berry Crush—a game that's based on cooperation—is another unique wireless minigame.

Berry-Crush Essentials

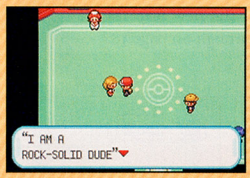


Before you can play Berry Crush, you must obtain two essential items—the Berry Pouch to store your berries in, and the Powder Jar to hold your Berry Powder. The Powder Trader in Cerulean City will give you both items. You can access the Berry Crush game at the Direct Corner in each Pokémon Center. Up to five players can participate in Berry Crush simultaneously.

The Union Room

The Union Room is your Pokémon FireRed and LeafGreen wireless headquarters—connect instantly with up to 39 other players to exchange greetings, chat, trade and battle.

Meet and Greet Fellow Trainers

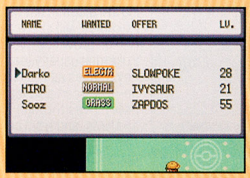


Every conversation starts with a greeting—even in the Union Room. Introduce yourself by walking up to another Trainer, pressing A and selecting Greeting—you'll swap Trainer Card data, including how many badges you've earned and how many Pokémon are in your Pokédex.

Join in on the Chat

Swap Pokémon tips and strategies, set up trades and battles, and explore even more options with the Union Room's chat feature. You never know who might join in on the conversation.

The Trading Board

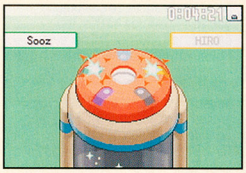


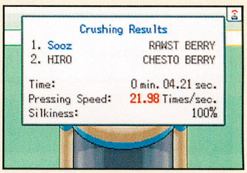
The Trading Board lets you obtain Pokémon by type, such as Ice or Dragon. Register a Pokémon as a trade, then select the type you want. Anyone who has a Pokémon that matches the type you're looking for can trade with you automatically.

Battles in a Flash

Union Room battles are fast-paced, one-on-one matches that employ special rules—each player must select two Pokémon that are Level 30 or below. If you hunger for a longer battle, or one with a higher-level Pokémon, head to the Direct Corner for a rematch.

The Art of Berry-Crushing

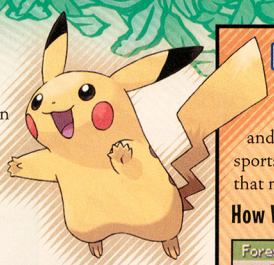




To play Berry Crush, each player selects a berry to toss in the Berry Crush machine, then everyone presses A to crush the berries cooperatively. The end result is Berry Powder—a special berry mixture that you can use to buy items, such as Zinc or HP Up, from the Powder Trader in Cerulean City.

Fresh Gear

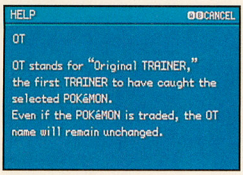
Pokémon FireRed and LeafGreen have the latest in cutting-edge gear to help you stay in touch and up-to-date with the changing world. Being a Pokémon Trainer has never been better.



Teachy TV

Teachy TV airs the *Poké Dude Show*—a series of insightful documentaries. Each episode illustrates a basic Pokémon concept, such as catching Pokémon or type-trumping. Once you obtain the Teachy TV (see page 39) select it from the Key Items menu, select the topic you want to learn about, then kick back and enjoy the show.

The Help Menu

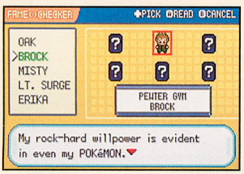


Have you ever wondered how to use a Potion on your Pokémon, or what HM stands for? With the Help menu, the answers to those questions and more are at your fingertips. It's available from the beginning of your journey, and you can access it at any time by pressing L—even in the heat of battle. The tips will change slightly depending on the situation you're in.

Plot Synopsis

Keeping track of everything you accomplished last time you played a game can be tough. Lucky for you, every time you turn on your game, the Plot Synopsis will give you a brief rundown of the last few important things you did last time you played.

Fame Checker

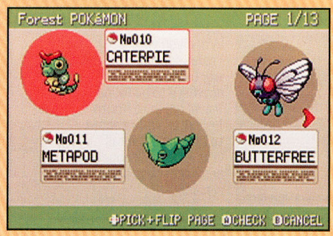


The Fame Checker is a handy device that will record info about Kanto's famous personalities, such as Brock or Bill. The info ranges from gossip to what the famous person likes. You'll receive the Fame Checker from your rival early in your adventure.

New Pokédex Options

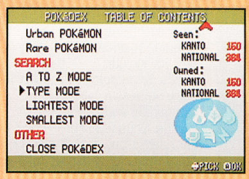
The Pokédex is a Pokémon Trainer's best friend—it records info about every Pokémon you've encountered and caught. Pokémon FireRed and LeafGreen's Pokédex sports a new streamlined look and detailed search options that make it the most user-friendly model yet—take a peek!

How Well Do You Know Your Pokémon?



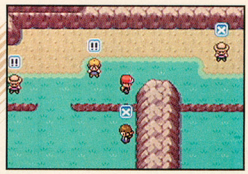
After you catch a wild Pokémon, you can view its full Pokédex info, including the areas you can find it in, its size, type, description and more. A Pokémon you've seen but haven't caught will appear in your Pokédex, but its info will be incomplete.

A Search Feature for Any Situation



With the new Pokédex search options, you can search for Pokémon by specific criteria including by Pokédex number, type and even from lightest to heaviest. You can also use the Pokémon Habitats list to search for Pokémon by environments, such as Sea and Forest.

Vs. Seeker



With the Vs. Seeker, you can challenge all Trainers in the wild—a first in Pokémon history! You'll obtain the device fairly early in your journey. Charge up its battery by walking, then return to a Trainer and challenge him or her to a rematch. You can battle the same Trainers over and over—it's a great way to build up your Pokémon and earn cash.

Sevii Islands Revealed!

In last month's Pokécenter, we exposed four enticing screenshots of an unknown area. We recently discovered that the screenshots are a glimpse of the remote Sevii Islands—a locale new to Pokémon FireRed and LeafGreen! Players will meet a studious-looking man named Celio there. We're itching to explore the mysterious islands!

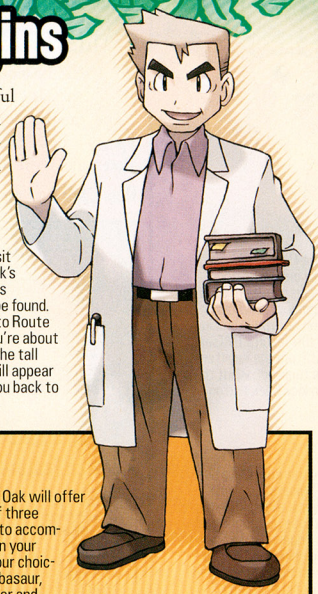
We've uncovered the destination of the hydrofoil we showed in last month's Pokécenter—the islands weren't in the original Kanto adventure, and neither was Celio. What does this mean? More thrilling areas to explore, and secrets to unveil!

Your Quest Begins

Your exciting adventure begins in peaceful Pallet Town. Boot up the PC in your room and withdraw the Potion, then walk downstairs and talk to your mom—she'll tell you that Professor Oak is looking for you.

Where's the Professor?

When you visit Professor Oak's lab, the prof is nowhere to be found. Travel north to Route 1—just as you're about to step into the tall grass, Oak will appear and escort you back to his lab.

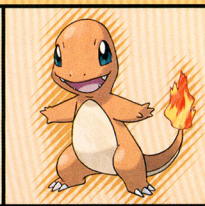


Choose Your First Pokémon

Professor Oak will offer you one of three Pokémon to accompany you in your travels. Your choices are Bulbasaur, Charmander and Squirtle. Choose wisely—you can pick only one! Your headstrong rival, the professor's grandson, will take one of the two remaining Pokémon.

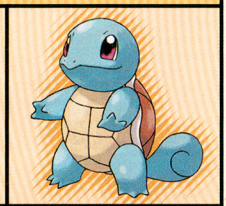
#1 Bulbasaur

Type: GRS PSN



#4 Charmander

Type: FIRE



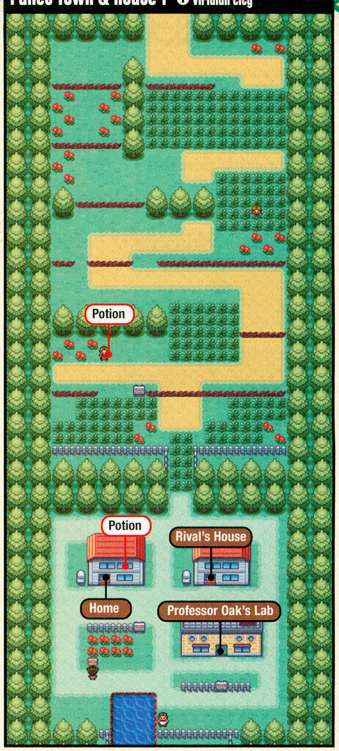
#7 Squirtle

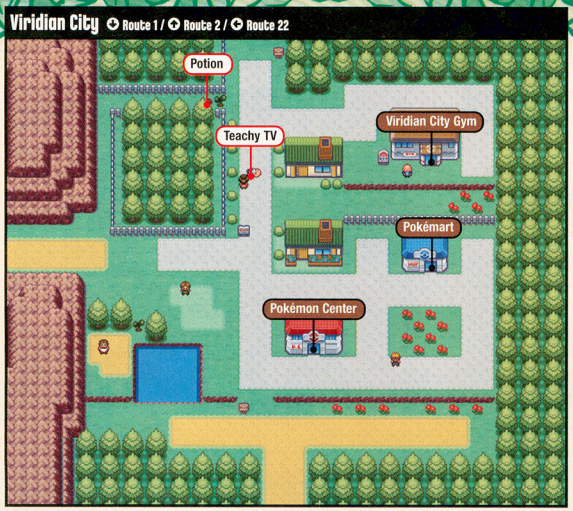
Type: WTR

Meet Your Rival

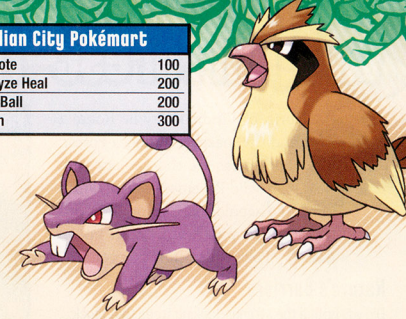
You'll cross paths with your rival many times during your adventure. When you attempt to leave Professor Oak's lab, your rival will challenge you to your first Pokémon battle. His starting Pokémon's attack types will always trump yours—for instance, if you chose Charmander, he'll have Squirtle.

The first time you battle your rival, you'll both use one Level-5 Pokémon—winning will be a breeze. Use the Potion that you took out of your PC if your Pokémon's health gets low. Each time you encounter your rival, his Pokémon will be tougher—train hard and show him once again that you're the better Trainer!





Viridian City Pokémart	
Antidote	100
Paralyze Heal	200
Poké Ball	200
Potion	300



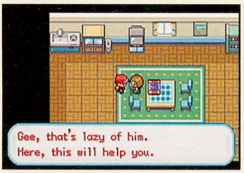
Pick Up the Professor's Parcel

Travel north to Viridian City via Route 1. You'll engage in your first battles against wild Pokémon in Route 1's tall grass. When you arrive in Viridian City, heal your Pokémon at the Pokémon Center then visit the Pokémart to obtain Oak's Parcel.

Special Delivery!

Take a shortcut through Route 1 by hopping down the cliffs, and return to Professor Oak's lab in Pallet Town. After you deliver the parcel to the professor, he'll ask you and your rival to assist him by gathering Pokémon data. He'll provide you with a Pokédex and five Poké Balls to help you get started. Once you have some Poké Balls, you can start catching wild Pokémon.

On the Route Again

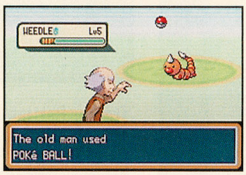


Before you leave Pallet Town, visit your rival's house and talk to his sister, Daisy—she'll give you a handy Town Map. Travel north to Viridian City and catch some wild Pokémon, such as a Rattata or a Pidgey, along the way.

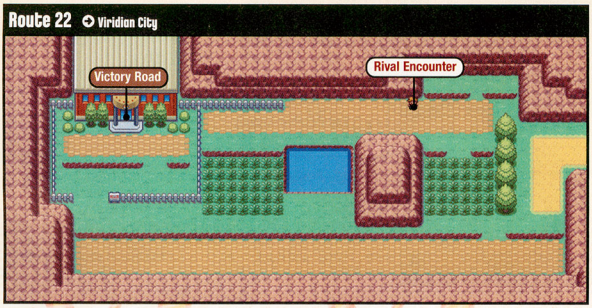
Pokémon Center Perks

Pokémon Centers in every town assist Pokémon and their Trainers. You can heal your Pokémon for free and access the Pokémon Storage system. Additionally, you'll find the Direct Corner and the Union Room on the second floor of every Pokémon Center (see page 36 for details).

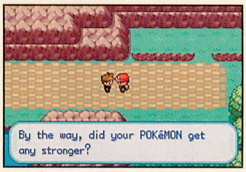
TV for Pokémon Trainers



On your first trip to Viridian City, a cranky old man was sprawled out in the middle of the path—he refused to let anyone past to Route 2. When you return to Viridian City after getting the Pokédex, the old man will be up and in better spirits (he must've had his coffee). He'll give you the Teachy TV after you endure his lesson on how to catch wild Pokémon.



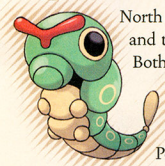
A Glimpse into the Future



You won't be able to proceed through Route 22, west of Viridian City, until much later, but you *can* school your rival again. He'll have one of the Pokémon pairs below, depending on your starter.

Rival's Pokémon on Route 22						
Bulbasaur	GRS	PSN	LV 9 / Pidgey	NRM	FLY	LV 9
Charmander	FIRE		LV 9 / Pidgey	NRM	FLY	LV 9
Squirtle	WTR		LV 9 / Pidgey	NRM	FLY	LV 9

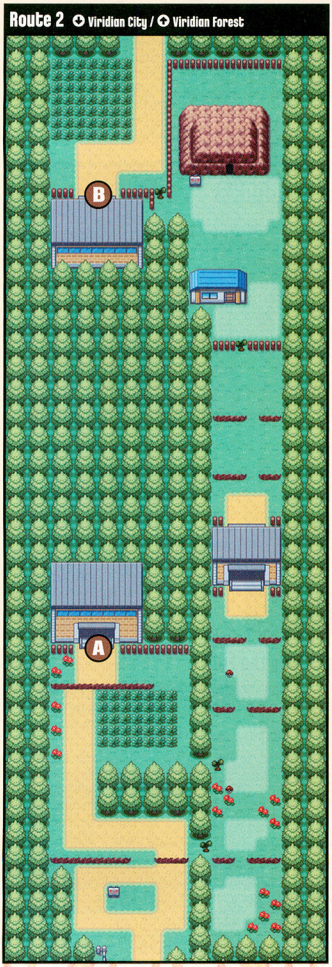
Viridian Forest—The Woodland Maze

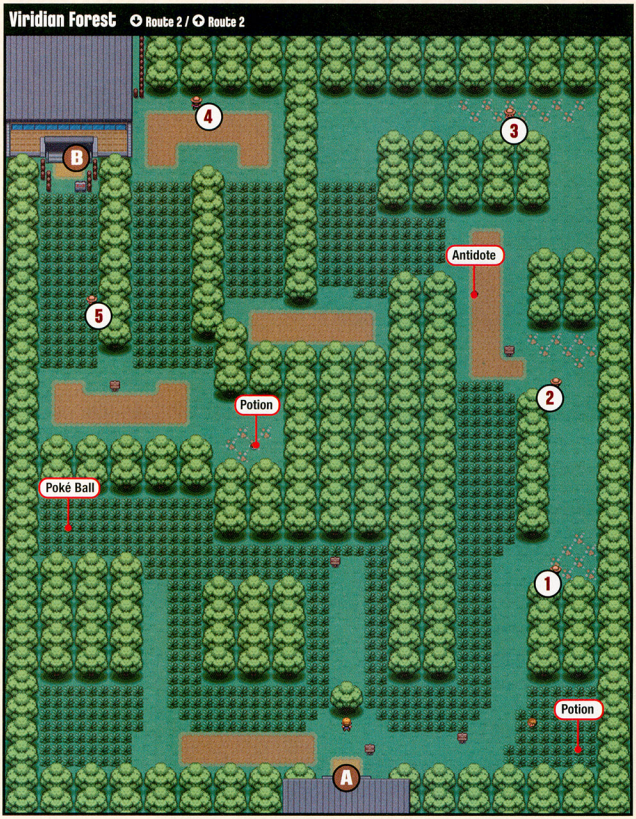


North of Viridian City lie Route 2 and the mazelike Viridian Forest. Both areas are chockablock with wild Pokémon—all of which would make great additions to your team. Stock up on Poké Balls before you go!

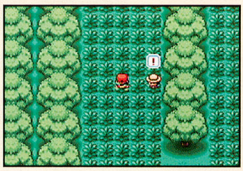
Nature's Barriers

Did you notice the strange-looking trees that block off Route 2's eastern side and some areas of Viridian City? Take note of their locations—you'll be able cut down the trees later.





Trainer Battles Aplenty



Viridian Forest Pokémon Trainers

1. **Bug Catcher Rick**
   Weedle BUG PSN LV 6 / Caterpie BUG LV 6
2. **Bug Catcher Doug**
   Weedle BUG PSN LV 7 (x2) / Kakuna BUG PSN LV 7
3. **Bug Catcher Anthony**
   Caterpie BUG LV 7 / Caterpie BUG LV 8
4. **Bug Catcher Charlie**
   Metapod BUG LV 7 (x2) / Caterpie BUG LV 7
5. **Bug Catcher Sammy**
   Weedle BUG PSN LV 9

Five eager Pokémon Trainers lurk among the trees in Viridian Forest. If you walk into a Trainer's line of sight, you'll battle him. Check the chart above—all of the Trainers in Viridian Forest use Bug- and/or Bug-and-Poison-type Pokémon. Bring some Antidotes—your Pokémon *will* get poisoned—and use Fire-, Flying- and Rock-type attacks to squash your competition. While you're in the forest, take the time to level up your Pokémon and catch some new ones, such as Weedle.

Your First Badge

Once you exit Viridian Forest, walk north along Route 2 to arrive in Pewter City. If you defeat the city's Gym Leader, Brock, you'll earn your first Gym Badge!

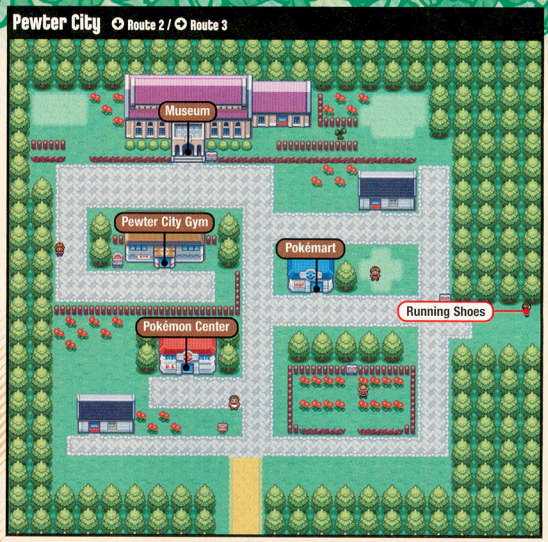
Rock-Solid Strategy

If you caught a Mankey on Route 2 or 22, take it into battle—its Fighting-type attacks will obliterate Brock's Rock-and-Ground-type Pokémon. Water- and Grass-type moves are also highly effective in the Pewter City Gym.

Pewter City Gym Pokémon Trainers

Camper Liam
Geodude RCK GRD LV10 / Sandshrew GRD LV 11

Gym Leader Brock
Geodude RCK GRD LV 12 / Onix RCK GRD LV 14



Pewter City Pokémart

Antidote	100	Awakening	250	Burn Heal	250	Escape Rope	550
Paralyze Heal	200	Poké Ball	200	Potion	300	Repel	350

Route 3 Pokémon Trainers

6. **Lass Janice**
Pidgey NRM FLY LV 9 (x2)

7. **Bug Catcher Colton**
Caterpie BUG LV 10 (x2) / Weedle BUG PSN LV 10

8. **Youngster Ben**
Rattata NRM LV 11 / Ekans PSN LV 11

9. **Bug Catcher Greg**
Weedle BUG PSN LV 9 / Caterpie BUG LV 9 / Kakuna BUG PSN LV 9 / Metapod BUG LV 9

10. **Lass Sally**
Rattata NRM LV 10 / Nidoran♀ PSN LV 10

11. **Youngster Calvin**
Spearow NRM FLY LV 14

12. **Bug Catcher James**
Caterpie BUG LV 11 / Metapod BUG LV 11

13. **Lass Robin**
Jigglypuff NRM LV 14

Pewter City's Sites

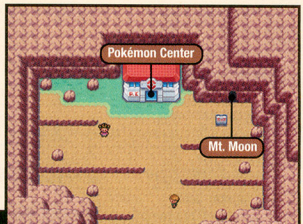
Before you leave Pewter City, talk to the townsfolk and check out the fossil display at the Museum of Natural Science. Stock up on Poké Balls and Potions at the Pokémart, too—the journey ahead is a long one. When you approach Pewter City's eastern exit, one of Professor Oak's aides will give you a pair of Running Shoes if you've defeated Brock—press B to run.

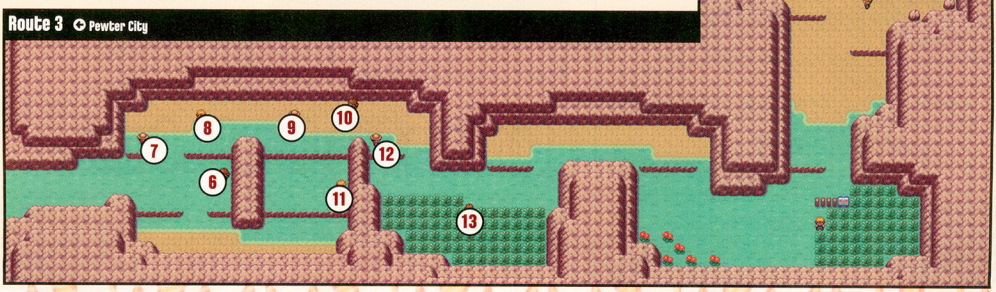
Patience Pays Big

A shady-looking man in the Pokémon Center near the Mt. Moon entrance will sell you a Magikarp for ₽500. If you're patient enough to raise the Magikarp to Level 20, the Gyarados it evolves into will be well worth the investment.

Onward to Mt. Moon

Route 3 lies between Pewter City and Mt. Moon. Battle Trainers and catch wild Pokémon as you travel eastward to the Mt. Moon entrance.





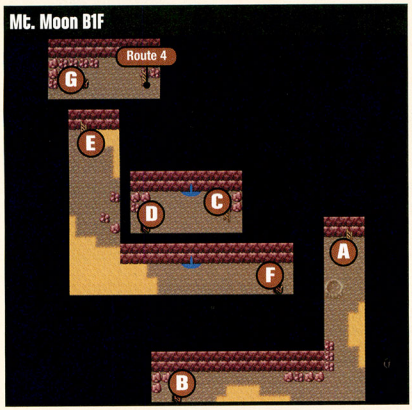
Mt. Moon and More

Mt. Moon is a veritable maze of deep caverns connected by narrow passages—use the maps on this page to guide you through the mountain to Route 4.

Ancient Mysteries

Battle the many Trainers and wild Pokémon as you traverse Mt. Moon. After you defeat the Team Rocket Grunts and Super Nerd Miguel, you'll have your choice of two mysterious fossils—much later in your quest, you'll learn more about them.

Mt. Moon B1F



Mt. Moon Pokémon Trainers

(14) **Bug Catcher Kent**
Weedle BUG PSN LV 11 / Kakuna BUG PSN LV 11

(15) **Lass Iris**
Clefairy NRM LV 14

(16) **Super Nerd Jovan**
Magnemite ELC STL LV 11 / Voltorb ELC LV 11

(17) **Bug Catcher Robby**
Caterpie BUG LV 10 (x2) / Metapod BUG LV 10

(18) **Lass Miriam**
Oddish GRS PSN LV 11 / Bellsprout GRS PSN LV 11

(19) **Youngster Josh**
Rattata NRM LV 10 (x2) / Zubat PSN FLY LV 10

(20) **Hiker Marcos**
Geodude RCK GRD LV 10 (x2) / Onix RCK GRD LV 10

(21) **Team Rocket Grunt**
Sandshrew GRD LV 11 / Rattata NRM LV 11 / Zubat PSN FLY LV 11

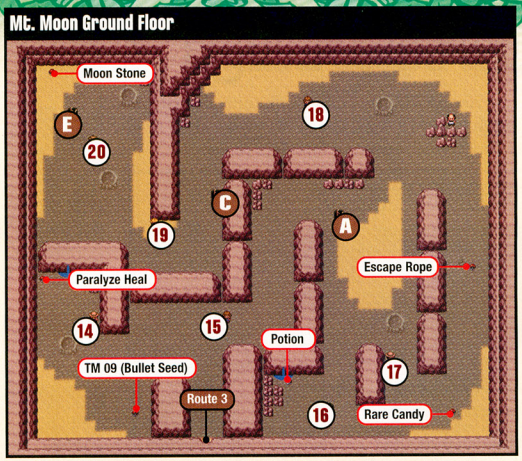
(22) **Team Rocket Grunt**
Zubat PSN FLY LV 11 / Ekans PSN LV 11

(23) **Team Rocket Grunt**
Rattata NRM LV 13 / Sandshrew GRD LV 13

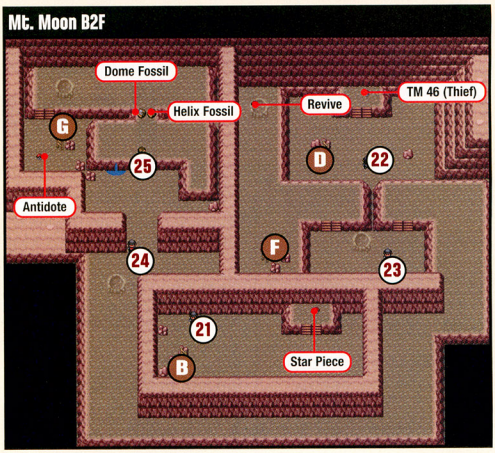
(24) **Team Rocket Grunt**
Rattata NRM LV 13 / Zubat PSN FLY LV 13

(25) **Super Nerd Miguel**
Grimer PSN LV 12 / Voltorb ELC LV 12 / Koffing PSN LV 12

Mt. Moon Ground Floor



Mt. Moon B2F



The Mega-Move Maniacs

On Route 4, you'll meet two men on a cliff. One of them will teach a Pokémon Mega Punch, and the other will teach a Pokémon Mega Kick. Only certain Pokémon—such as Mankey or Geodude—can learn the moves. You must have an eligible Pokémon in your party, and the Pokémon can learn the move only once. If you go to Cerulean City before learning the moves, you won't be able to return until much later.

Cerulean City, Here We Come!

After you leave Mt. Moon, you'll proceed to Cerulean City, where new challenges await you. Prepare to face Cerulean City's top Trainer, Gym Leader Misty, to earn another Gym Badge. Check back next month for more Pokémon FireRed and LeafGreen strategy!

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With Game Boy Advance SP, you'll have the freedom to play anywhere you go. When you're there, reserve your copy of Pokémon FireRed and Pokémon LeafGreen, coming September 12th. You'll experience total gaming freedom with their amazing wireless battling, trading and communication features.

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Nintendo

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THE FIVE POWERS OF SECOND SIGHT

JOHN VATTIC, SECOND SIGHT'S PROTAGONIST, IS NO ORDINARY MAN—A BIZARRE SERIES OF EVENTS THAT OCCURRED DEEP IN THE FROZEN RUSSIAN TUNDRA HAVE GIVEN HIM UNBELIEVABLE POWERS. SOME WILL DISMISS HIS ABILITIES AS MERE VIDEO-GAME TRICKERY, BUT THE TRUTH IS FAR MORE COMPLICATED . . . AND TERRIFYING.

I TELEKINESIS

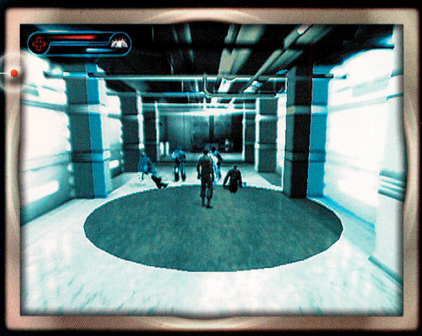
In the 1940s, Russian scientists discovered a housewife named Nina Kulagina who claimed to have the power of telekinesis. Over the next 50 years, she amazed researchers by using her mind to separate an egg yolk from the white, move objects inside a sealed glass cube and even alter the heartbeat of a frog. But those abilities are small potatoes compared to Vattic's telekinetic ability. The brilliant MIT graduate can cause clock hands to spin wildly, hurl boxes across the room and even rip mounted televisions right off the wall. Midway through the game, he will gain the ability to lift people as well. Such powers are truly formidable, and Vattic's enemies could easily find themselves flying toward a brick wall . . . or plummeting to their doom.

II HEALING

Though many psychic healers are rightfully dismissed as quacks or frauds, some documented cases defy explanation. People who are told that disease will ravage their bodies are alive and well years later. Accident victims who should have been killed on impact make full recoveries. If only we could all have a bit of John Vattic's amazing healing powers. By standing motionless and concentrating, Vattic can repair his wounds and rid his body of poisons. After wielding the power for a time, Vattic will learn how to do the same for others. Though the procedure leaves him drained and weak, it is indispensable in times of trouble.

III PSI ATTACK

During the Cold War, American and Russian scientists were involved in an arms race, a space race . . . and a metaphysical race. Both sides spent considerable time and money researching the possibility of a psychic supersoldier. Since nothing came of the efforts (at least not officially), the parties involved would be stunned to witness John Vattic. His Psi Attack concentrates energy into a tangible form that he can hurl at a foe. When it strikes, the force of the blow sends the unlucky victim flying across the room. Once he masters it, Vattic can also unleash the Radial Blast—a devastating wall of energy that sweeps outward from Vattic and takes down anyone and anything in its path.

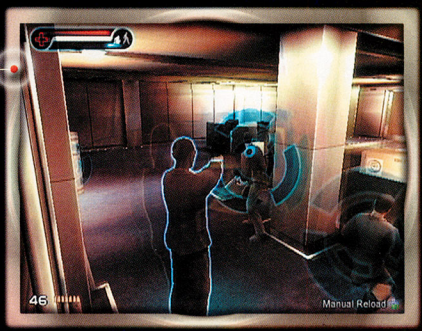


IV CHARM

The world of mind control is shrouded in mystery. Conspiracy theories exist about all kinds of military and government tinkering with the brain, and Vattic could show interested parties a thing or two with his Charm ability. The talent allows Vattic to convince others that he does not exist—in essence, to become invisible. Though it can fool even the most attentive of human guards, Charm has no effect on cameras, so it must be used with care. The skill can also alleviate fear in a companion or convince a confused and unwilling friend to follow Vattic's lead.

V PROJECTION

Out-of-body experiences are one of the most common realms of psychic research. Thousands upon thousands of people claim to have left their physical body, and their impressions fall right in line with Vattic's unbelievable gift. With Projection, he can exit his flesh-and-blood body and move about in ethereal form. During this time, he can have limited interactions with the physical world, including pushing switches and using computers. But the skill doesn't end there. With practice, he can take over the bodies of others, causing friend to turn on friend and enemy soldiers to help his cause. Though an exhausting exercise, Projection is perhaps Vattic's most useful power.



EXPLORE THE MIND

This fall, the world of the unknown will become known when you enter the realm of Second Sight. Vattic's amazing powers and utterly gripping story are sure to make it one of the most talked-about Nintendo GameCube titles of the year.

METROID® PRIME 2 ECHOES

©2004 Nintendo

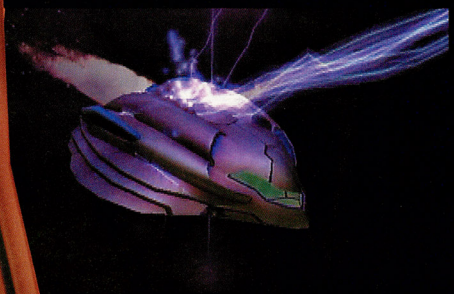
— Mission File 02546 —

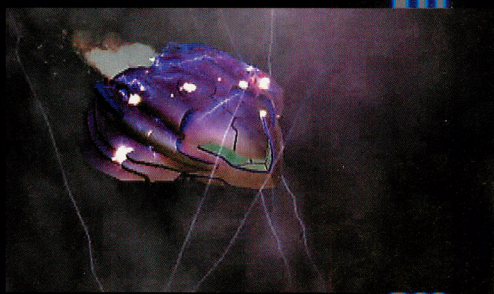
Roughly a week ago, the Galactic Federation received word of increased Space Pirate activity on the planet Aether. Federation trooper squad Bravo was dispatched to investigate. During flight, the warship encountered and engaged a Space Pirate vessel, causing it to crash on Aether's surface. The Federation craft followed and initiated a search for remaining pirates.

We have heard nothing since.

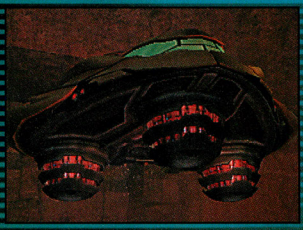
In an effort to discover what happened on Aether, the Galactic Federation has contracted with bounty hunter Samus Aran. Her mission is to descend to the surface, locate the Federation ship and rescue the survivors, if any.

The assignment was considered unusually dangerous. . . .



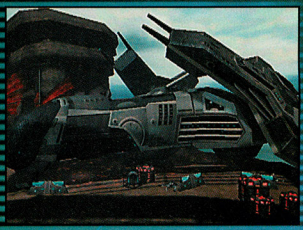


We have been able to glean the following information about Samus Aran's mission:

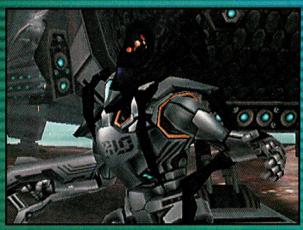


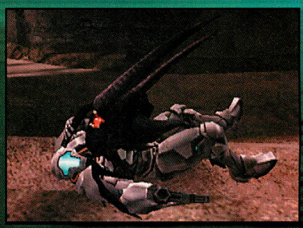
Though the landing on Aether was successful, Samus Aran's ship was damaged by a lightning strike in the atmosphere. The extent of the damage is unknown at this time.

Upon exiting the ship, Samus discovered the bodies of Galactic Federation troopers. The massive damage they sustained suggests that the soldiers were attacked by some kind of overwhelming power. After a brief search, the Galactic Federation ship was found. It had sustained significant damage.

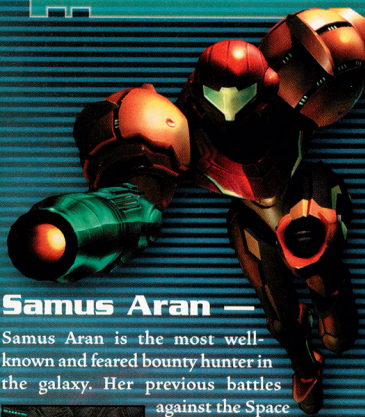


It now appears that the Federation soldiers were overrun by a number of dark creatures. They were both violent and ruthless, and their efficiency in numbers must have been terrifying. It is extremely unlikely that any soldiers survived.





We are currently taying to ascertain the status of all parties involved in the planet Aether mission.



Samus Aran —

Samus Aran is the most well-known and feared bounty hunter in the galaxy. Her previous battles against the Space Pirates have earned her the nickname "The Hunter." In her last mission, she single-handedly destroyed Metroid Prime.

Luminoth —

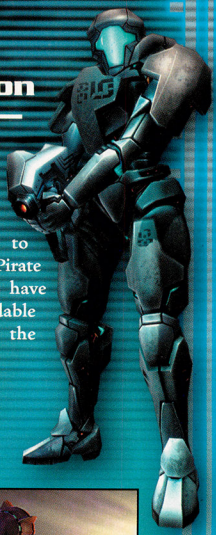
This is our first look at the Luminoth, a peaceful race that inhabits the light side of planet Aether. They have been locked in a struggle with the Ing for decades, and are now on the verge of total extinction. An intelligent civilization, the Luminoth have highly developed scientific minds.

Ing —

There are several types of Ing on Aether. The Ing are brutal, savage creatures that inhabit the dark side of the planet. They seem to have discovered a way to travel to the light side, which may involve taking over the bodies of other creatures.

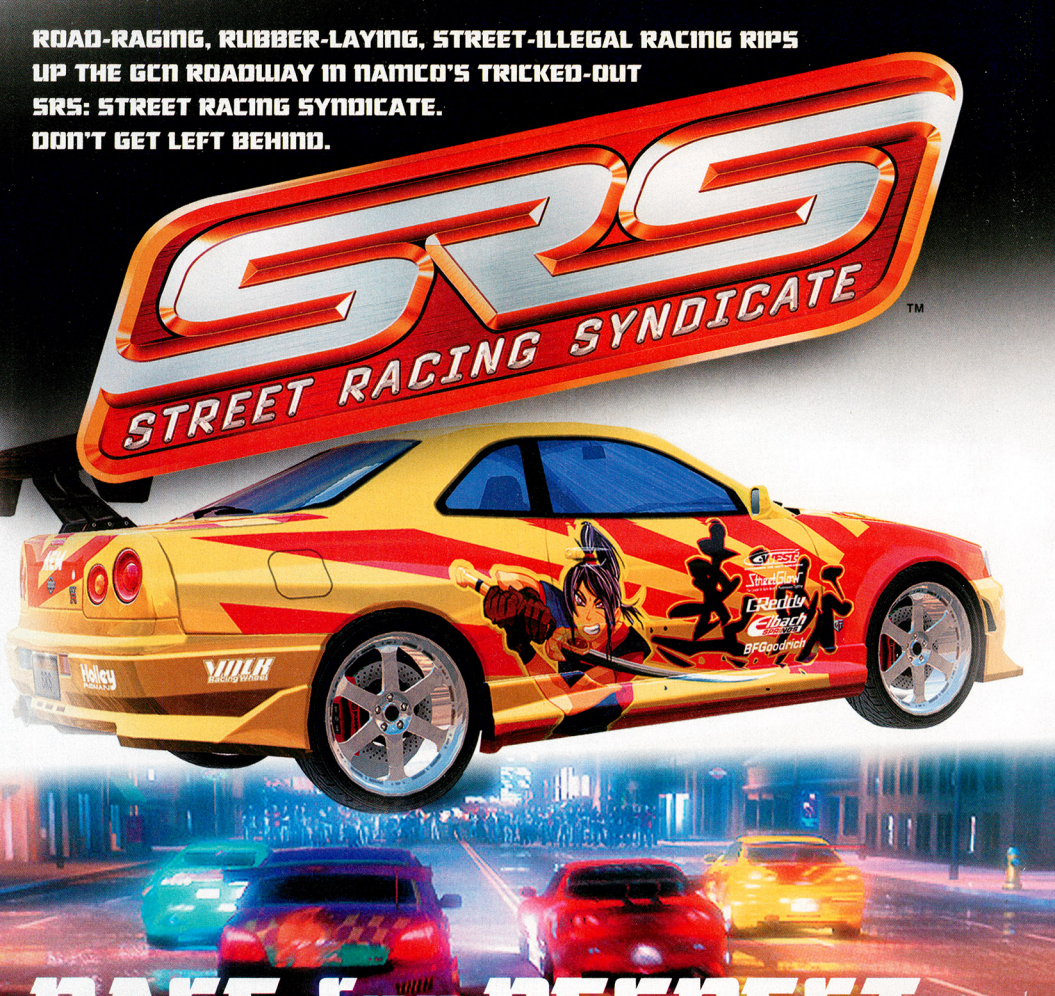
Galactic Federation Trooper —

Trooper squad Bravo was a fully capable rescue-and-response team that came to Aether to investigate Space Pirate activity. It would have taken a truly formidable force to eliminate the entire unit.



We are awaiting more information on the Aether situation. The current status of the Ing and Luminoth is unknown. The current status of Samus Aran is also unknown. The Federation has promised to release a full report in one month's time. Please stand by. . . .

ROAD-RAGING, RUBBER-LAYING, STREET-ILLEGAL RACING RIPS UP THE GCN ROADWAY IN NAMCO'S TRICKED-OUT SRS: STREET RACING SYNDICATE. DON'T GET LEFT BEHIND.



RACE for RESPECT

The neons on your undercarriage reflect off the wet pavement. Your engine growls as you pump the pedal and wait for the go signal. You catch a wink from the beauty who eyes your ride, a wave, and you're off. Street Racing Syndicate, published by Namco and developed by Eutechnyx, delivers the thrills of high-octane road-running without the threat of a night in the slammer. You can cruise the City of Angels looking for chances to show your muscle-car mettle, or join sanctioned events in L.A., Miami and Philadelphia. Once you have the adulation of your peers, they'll invite you to go again for higher stakes and more street cred. When your ride is wrecked, you can overhaul it. You can also fit it with high-performance gear that will make it really scream off the line. All of the game's vehicles are models from import-car makers, and the women are models from racing mags. You'll see plenty of both as you gun for the finish line in point-to-point and closed-circuit competitions. Race for cash, pink slips, girlfriends and most of all, respect. You'll earn it for pulling off bold moves and toying with the competition.

CATCH a RIDE

Mitsubishi Motors, Toyota, Subaru, Lexus, Mazda, Nissan and Volkswagon offer more than 50 of their fastest models, including the game's signature car, the Nissan Skyline. You'll start the game with a fat stack of bills that you can use to buy your first set of wheels. As you win races, you'll unlock more models and earn cash to spend on new rides available in dealerships throughout the city. You can trade in and upgrade autos or keep all of your acquisitions and amass a fleet of racing machines. While you shop for cars, you'll be able to look under the hood of each one to see its power, and select from a variety of paint schemes.

REFIT FOR THE WIN

You can shop for performance and cosmetic upgrades in Street Racing Syndicate's garages. Even the ultimate gearhead will be impressed by the extensive tuning options that come from the game's aftermarket parts, manufactured by 26 companies. Outfit your car with an XACT StreetLite flywheel, Eibach Sportline springs, a Venon VCN 1000 nitrous system, Brembo Gran Turismo brakes and any of dozens of other items. Most performance upgrades change the way the car handles, but some, such as wheels and neons, are more for looks. For pure aesthetics, you can apply stickers and vinyls—which include a nifty set of Pac-Man pictures and other video-game-related images—or get a new paint job. As a finishing touch, the garages offer Dyno graphs, which give you an idea of how your machine will run on the road.

A race reward gives you scratch for cars.

Step into the showroom to select a ride.

Look under the hood, kick the tires.

Trick out your machine with all the right parts.

Slick stickers and vinyls add style.

Your ride is your street signature.

BEAT the HEATS

Crew Meets are groups of organized races in which you can win money and earn respect. Every meet comprises several series of races. Some take place on the L.A. home turf. Others are based in Miami or Philadelphia. You can enter any unlocked series as long as your car meets the minimum horsepower requirement. Before you race, you can view the three competing cars' specs and make side bets for a chance to pocket more money. Clashes with other cars and obstacles leave scrapes, crumpled fenders and engine damage, which affects your car's performance. Between Crew Meet heats, you can spend some dough to spiff up your car and get it back to prime racing condition. The meets are a thread that runs throughout the game and opens more races, challenges and car models.

The area map displays meet and race locations.

Make meet races interesting with side bets.

Four cars, one winner—beat 'em all.

Neighborhood racers challenge you to showdowns.

Respect challenges earn you girlfriends.

Roll up and race willing participants for cash.

TAKE the SRS CHALLENGE

As you cruise around the city, you'll consult a map to find challenges. Ride behind a marked car and flash your lights to enter a Roll-Up challenge for a wager or make a bet with a driver who has staked out a city route in a Street challenge. By finding one of the SRS models on the map, you can have her dish out a Respect challenge and win her affections once you achieve success. Respect challenges range from checkpoint runs to missions that have you trying to keep up with a pace car without crashing into it. A tally in the Progress menu keeps track of the number of girlfriends you've won over, races you've unlocked and cars you've accumulated. You'll have to put in many hours of gameplay to score a 100% completion rating.

RIPPIN' for REAL

Many driving games claim to have realistic racing physics, but few hit the delicate balance between realism and arcade-style control that makes the game fun, easy to learn and believable, all in one package. If you like the sense of control and danger found in Criterion's Burnout series, you'll love the gameplay feel in Street Racing Syndicate. Although you can choose between automatic, semiauto and manual transmissions with each new car, you'll find yourself choosing manual transmission every time for its greater speed control, and you'll get to know when to use hand brakes over standard brakes for maximum handling. You'll need every technique in the book to surpass the brutal competition in Crew Meet races. The competitors usually stay in a tight-knit group, making the outcome a toss-up until one of the drivers executes a perfect move at a critical moment.

The race is on!

Create a new path to get ahead of the pack.

SRS physics combine realism with great play.

FAST, FURIOUS AND FREE-WHEELING

A disclaimer at the beginning of Street Racing Syndicate explains that the game's makers don't condone actual street racing and warns against its inherent danger. The speed, spinouts, crashes and near misses in the game bring that point home. After an SRS session, you'll feel fine obeying the posted speed limit and driving inside the lines in real life, leaving the more harrowing feats to your gaming experience.

NINTENDO POWER

NINTENDO GAMECUBE

TEEN T CONTENT RATED BY ESRB

Language
Mature Sexual Themes
Simulated Gambling

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GAME BOY ADVANCE

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Customizable stats to suit your battle style

* Link up to 2 Game Boy Advance systems using a Game Boy® Advance Game Link® Cable (sold separately) for head-to-head action. Each player must use a separate Game Pak.

TEEN T
CONTENT RATED BY ESRB
Fantasy Violence
Mild Language

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As seen on CARTOON NETWORK

BANDAI®

PLANT, PLUCK AND PLUNDER—IT'S PIKMIN 2!

The interplanetary race for riches is on! With his shipping company in the red and his boss seeing dollar—or Poko—signs, Captain Olimar is ordered to return to the planet of the Pikmin for a lucrative but dangerous treasure-salvaging mission in Pikmin 2. This time, Olimar's got a copilot for puzzle-solving assistance and even more types of Pikmin buds to help with the heavy lifting. There are 201 wonderful prizes above and below the ground, and there's no time to waste.

TALLY YOUR TROOPS

You can count on the Pikmin to aid in your scavenging mission. Five types of the sprouting soldiers await you in the game's four huge regions. Our walk-through marches you to them.

- A RED PIKMIN
- B PURPLE PIKMIN
- C SPHERICAL ATLAS
- D WHITE PIKMIN
- E GEOGRAPHIC PROJECTION
- F YELLOW PIKMIN
- G BLUE PIKMIN
- H SCAVENGE AT WILL

Once you have every Pikmin type, you'll be ready to really pull in the salvage. Explore the world freely, pay off Hocotate Freight's debt and enter the Wistful Wild for more treasure-hunting adventure.

INFORMATION KEY

50 — — 20 10

The colored circles displayed before each salvage-mission description indicate how many of each Pikmin type we recommend you put in your party.

170 Pokos | 35 Pikmin | No. 201

Each treasure introduction shows the piece's Poko value, the number of normal-strength Pikmin required to carry it and its Treasures List number.

Valley of Repose

A rough landing separates Captain Olimar and his assistant, Louie, at the outset of the journey. They'll need Pikmin power to reunite and to begin collecting treasure. You'll switch control between spacemen as you cultivate Pikmin and lead the pilots to their goal.

A CULTIVATE PLANT PALS

Steps away from the wreckage, you'll see a band of Pikmin battling a Dwarf Red Bulborb. Have Olimar call them to his side, then attack the enemy as a tight unit. Switch control to Louie, and use a Pikmin to collect pellets and grow sprouts.

Since time is not a factor on Day 1, you can let the sprouts mature in the ground. Once Louie has 10 Pikmin, have him toss them onto the paper-bag obstacle, then add Olimar's five. The bag will deflate.

1 COURAGE REACTOR

20 – – – –

280 Pokos | 20 Pikmin | No. 159

It'll take 20 Pikmin to dig up and haul the battlefield's partially buried battery. Once your squad is the right size, use the A Button to toss your buddies at the treasure or use the C Stick to have them encircle it. They'll take it from there.

After your Pikmin unearth the battery, numbers will appear next to it. The top number shows how many Pikmin it will take to carry the treasure. The bottom number displays how many troops are assigned to the job.

2 UTTER SCRAP

40 – – – –

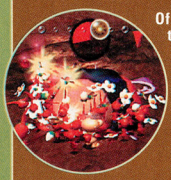
170 Pokos | 35 Pikmin | No. 63

Day 2 establishes a sunup-to-sundown time limit for above-ground exploration. As the day begins, collect pellets and use them to produce more troops. When your army is 35 strong or larger, have the troopers flatten the hefty paper bag.

To clear the way to the Utter Scrap, smash the Dwarf Red Bulborb with one well-aimed toss, then position your troops behind the larger snoozing Red Bulborb and throw them onto the critter's back.

RED PIKMIN

Your Pikmin collection begins with fiery red sprouts. They're tough and too fearless for their own good. Wherever you lead them, they will follow, even if it's into an impossibly dangerous situation.



Of the original Pikmin types—red, blue and yellow—red Pikmin are the most powerful. Use them to pummel enemies.

Fiery Blowhogs and flame-spitting geysers are not an issue when you've got red Pikmin. Whereas other Pikmin would go up in smoke, reds walk through blazes with no consequence.

WE ♥ PIKMIN 2

Although it's hard to categorize, Pikmin 2 delivers quirky style and strategy-oriented action that make it easy to enjoy. Look for sidebars like this one to learn why NP staffers can't get enough of the spectacular sequel.

3 Emergence Cave

50 – – – –

Have your troops beat down a wall on the edge of the big Red Bulborb's arena to gain access to the Emergence Cave's entrance. When you dive into the underground, you'll note that the time limit is no longer in effect.

SUBLEVEL 1

TREASURES

QUENCHING EMBLEM

100 Pokos | 4 Pikmin | No. 181

CITRUS LUMP

180 Pokos | 15 Pikmin | No. 7

ENIEMIES

SNOW BULBORB x 4

SUBLEVEL 2

TREASURE

SPHERICAL ATLAS

200 Pokos | 101 Pikmin | No. 184

ITEMS AND ENEMIES

VIOLET CANDYPOP BUD x 0-2

As long as you have fewer than 20 purple Pikmin in your army, you'll find Candypop Buds on Sublevel 2.

SNOW BULBORB x 7

B VIOLET CANDYPOP BUDS

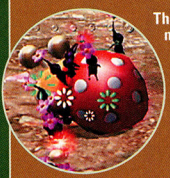
The second sublevel is host to a pair of Violet Candypop Buds. Throw as many as five Pikmin into each flower to produce powerful purple sprouts. You'll need them to carry the cave's ultimate prize.

C SPHERICAL ATLAS

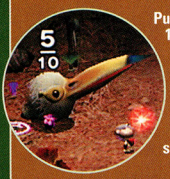
It'll take the power of 101 standard Pikmin to carry the Spherical Atlas to your ship. Put 10 purple Pikmin and at least one red Pikmin on the job. The item will give you access to the next area.

PURPLE PIKMIN

With stray hairs growing in every direction from their noggins, purple Pikmin are not the prettiest plants in the field, but they are the strongest. The only way to add purples to your squad is to transform other types in Violet Candypop Buds. The grape-colored goons are essential for heavy lifting and serious fighting.



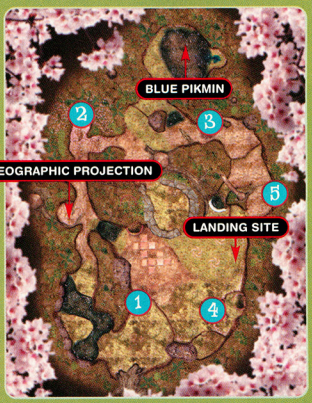
The big guys pack a monstrous wallop, and they even stun some enemies with ground-shaking near-misses.



Purple Pikmin have 10 times the strength of any other Pikmin type. They can carry big loads, but don't expect them to break any speed records.

Awakening Wood

Your ship, *The Dolphin*, will refit the Spherical Atlas to add the Sphere Chart to your Exploration Kit and make the Awakening Wood a possible destination. The area is home to a handful of wild Pikmin whom you will befriend later in your adventure.



1 SUNSEED BERRY

40 – – 10 –

170 Pokos | 5 Pikmin | No. 2

Not far from the landing site, you'll encounter two Dwarf Red Bulborbs and one sleeping Bulborb of a more massive scale. Use purple Pikmin to squash the enemies with tosses onto their backs, then collect the treasure.

Once the enemies are out of the way, toss a troop of Pikmin onto the ledge on the far side of the site. They'll gravitate to the giant strawberry. If you encounter any Sheargrubs along the way, use the C Stick to swarm them.

2 Hole of Beasts

50 — — 10 —

As your army trudges to the Hole of Beasts, you'll discover two plants that hold Ultra-Spicy Berries. By harvesting all 10 of the red spheres and directing your Pikmin to take them to your ship, you'll concoct one dose of Ultra-Spicy Spray—a mist that will give your soldiers extra speed and power when they need it. Attack the wall, avoid the Creeping Chrysanthemum then head for the hole.

Sublevel 1

Treasure

Stone of Glory

100 Pokos | 5 Pikmin | No. 148

Enemies

Female Sheargrub x 6

Male Sheargrub x 4

Sublevel 2

Items

Violet Candypop Bud x 2

Egg x 2

After you use Sublevel 2's Violet Candypop Buds to transform reds into purples, direct the troops to the eggs in the area. They hold nectar that will make your Pikmin flower automatically.

Sublevel 3

Treasures

Cosmic Archive

230 Pokos | 15 Pikmin | No. 150

Strife Monolith

150 Pokos | 12 Pikmin | No. 145

Hazards

Geyser Fire x 14

Flaming spouts sit between Sublevel 3's treasures and your ship. Press X to separate your troops by color, and use flame-resistant reds to knock out the blazes before you transport the prizes.

Sublevel 4

Treasures

Dream Architect

280 Pokos | 20 Pikmin | No. 147

Luck Wafer

140 Pokos | 1 Pikmin | No. 143

Enemies and Hazards

Red Bulborb

Mitite

When Mitites emerge, they'll send your Pikmin into a tizzy. Use the whistle to call your troops, then toss them onto the scattering critters. A direct hit (preferably with a purple) will net you nectar.

Geyser Fire x 4

Egg x 2

Violet Candypop Bud

Sublevel 5

Treasure

Prototype Detector

200 Pokos | 35 Pikmin | No. 186

Your prize for victory over the Empress Bulblax is the Prototype Detector. *The Dolphin* will turn the item into the Treasure Gauge. Use the new tool to uncover treasures and to discover when you've collected all of an area's items.

Enemy

Empress Bulblax

Puzzle Perfection

Jessica Folsom

I love a game that challenges players to really use their heads to progress. Pikmin 2 is one such game—its cleverly designed puzzles will make even the most seasoned gamers pause and think. Many of Pikmin 2's unique puzzles require players to split up Captain Olimar and Louie to reach new areas and treasures. For example, in the Perplexing Pool you must direct the pilots separately and use teamwork to succeed.

Separating the pilots is integral to solving the Perplexing Pool's puzzles. You'll direct them along different paths to guide white Pikmin to the Onion Replica. The floating platforms also require the pilots to split up and cooperate.

Attack the royal bug at one end or the other with a small troop of purples. If the creature shakes off the troops, they could land near the middle of her body, where they'll be crushed by the rolling boss. Call your soldiers to your pilot before that happens.

B White Flower Garden

50 — — 15 —

It'll take the weight of 200 standard Pikmin to crush the extra-sturdy paper bag that sits between your team and the entrance to the White Flower Garden. A 15-purple, 50-red squad configuration will work nicely to squash it. Once the bag is out of the way, swarm the Cloaking Burrow-nit on the other side, then move on to the cave.

SUBLEVEL 1

TREASURE

ALIEN BILLBOARD

80 Pokos | 15 Pikmin | No. 175

ENEMIES

FEMALE SHEARGRUB x 6

MALE SHEARGRUB x 4

SUBLEVEL 2

TREASURES

PETRIFIED HEART

100 Pokos | 5 Pikmin | No. 104

DROUGHT ENDER

100 Pokos | 4 Pikmin | No. 182

ENEMIES

FIERY BLOWHOG x 2

Fiery Blowhogs are mean little oinkers. Toss Pikmin onto a Blowhog's back and use the whistle to call your troops if the beast is about to buck them over the edge. Reds are best for the job.

SUBLEVEL 3

TREASURE

SUPERSTICK TEXTILE

80 Pokos | 30 Pikmin | No. 101

ENEMIES AND ITEMS

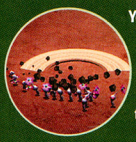
HONEYWISP x 2

Search the foliage to scare up a pair of Honeywisps, then knock the floaters out of the air to make them drop their nectar-filled eggs.

IVORY CANDYPOP BUD x 3

D IVORY CANDYPOP BUDS

Ivory Candypop Buds transform any type of Pikmin into poison-immune white Pikmin. You'll find three of the buds on Sublevel 3. Preserve your purples by using reds for the transformation.



Your Treasure Gauge will ping while you're exploring Sublevel 3. Guide your white Pikmin to the location of the buried Superstick Textile and have them unearth it.

SUBLEVEL 4

TREASURES

TOXIC TOADSTOOL

30 Pokos | 5 Pikmin | No. 14

SURVIVAL OINTMENT

90 Pokos | 6 Pikmin | No. 167

HAZARDS

GAS PIPE x 5

Pipes puff poisonous gas. Send your white Pikmin to the pipes to have them shut off the supply. If another type of Pikmin is exposed to the gas, use your whistle to save it.

SUBLEVEL 5

TREASURE

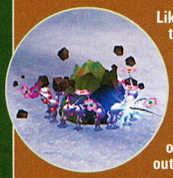
FIVE-MAN NAPSACK

100 Pokos | 15 Pikmin | No. 187

Your acquisition of the Five-man Napsack will give your spacemen the option to rest in enemy territory. Press X to allow your pilot to take a protected nap. If Pikmin are near, they'll carry the pilot to the ship.

WHITE PIKMIN

The lithe and waifish white Pikmin have poison in their veins. If an enemy gobbles up one of them, the fiend will take damage. Since white Pikmin are the speediest sprouts, they're perfect for retrieving treasure when the clock is a factor.



Like pigs root out truffles, white Pikmin can see buried treasure and dig it up. Once an item is exposed, recruit additional types of Pikmin to pull it out of the ground.

White Pikmin are infused with poison, which means they can withstand exposure to poisonous gas. Use them to tear down poison walls or deal with Doodlebugs.

ITEMS AND ENEMY

EGG x 3

BURROWING SNAGRET

The bird-snake that rules the White Flower Garden can grab and choke down several Pikmin at once. Use purples to attack the creature's head as it's emerging from the ground. If you can spare a couple of white Pikmin, make a sacrifice of them—their poison will damage the enemy while they're going down its gullet.

4 PILGRIM BULB

10 — — — 15

55 Pokos | 10 Pikmin | No. 18

As you close in on a flower pot near the landing site, your Treasure Gauge's needle will go into the blue zone. Work your way up to high ground near the pot, and toss white Pikmin up to its soil. The soldiers will dig up the Pilgrim Bulb.

As soon as you can see the treasure, toss red Pikmin up to it to hasten the digging-and-carrying process.

5 CHANCE TOTEM

50 — — 10 15

100 Pokos | 15 Pikmin | No. 146

Guide your army to the White Flower Garden's vicinity and put your white Pikmin on the job of tearing down the wall that's surrounded by poisonous gas. The next prize is on a ledge on the other side of the wall.

Seesaw platforms shift based on weight. Use a single pilot to toss all but one of your Pikmin onto the ledge nearby, then stand on the lower platform and toss the last Pikmin to the upper one. Your pilot's platform will rise.

On your way to the treasure, you'll find Ultra-Bitter Berries dangling from a stalk. Instruct your Pikmin to release the fruit and take it to your ship to produce enemy-petrifying spray. Then throw Pikmin up to the Chance Totem.

E GEOGRAPHIC PROJECTION

50 — — 10 15

200 Pokos | 101 Pikmin | No. 185

The heavy Geographic Projection is your key to reaching the Perplexing Pool. Bring a big squad that includes white and purple Pikmin to the area near the Hole of Beasts entrance. Use the whites to break down a poisonous barrier. You'll find the treasure on the other side.

After the Creeping Chrysanthemum pops out of the ground, toss Pikmin at it then call for them before the vile bloom shakes them off. Purple Pikmin work well in the situation—they will stun the creature. As soon as the flowering fiend falls over, use the C Stick to have all of your troops surround it. They'll take care of the monster in no time. After the Pikmin unroll the bridge nearby, have them pick up the treasure and take it to the ship.

NINTENDO MAGIC

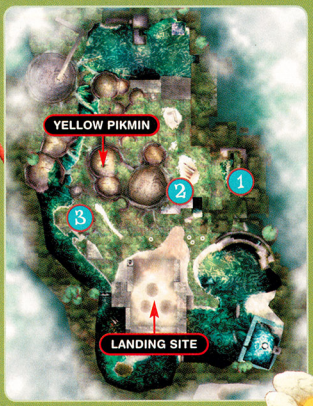
STEVE THOMASON

The best Nintendo games always have a certain intangible quality that puts a smile on your face no matter how old you are. That's never been more true than with the sequel to Pikmin. It may look young, but even a prematurely grumpy 25-year-old like myself can't help but fall in love with it. It's so charming, so utterly brilliant that it reminds us why we all got into this wonderful hobby in the first place.

As much as I love the original Pikmin, it can't hold a candle to the sequel. I'm particularly fond of Louie, the new Luigi-esque sidekick who adds a touch of humor to the game.

Perplexing Pool

The most perplexing thing about the Perplexing Pool is how you'll deal with all of the water. You'll solve the dilemma once you have blue Pikmin. But first, you'll befriend a troop of yellows.



F DISCOVER YELLOW PIKMIN

Guide a group of 40 reds, 10 purples and as many whites as you have, and veer left as you leave the landing site. Walk along the water's edge while avoiding a Yellow Wollywog, and use seesaw platforms to get to the top of a ledge.

A Fiery Bulblax sleeps in your path. Freeze it with a shot of Ultra-Bitter Spray, then hit it with a stream of red Pikmin. Even when it's petrified, the creature will be ablaze.

Once the Bulblax is gone, instruct your white Pikmin to break down the poison-surrounded wall. While they're working away, get the rest of your troops to build a bridge nearby. Return to the wall and call for the yellows there.

1 GHERKIN GATE

100 Pokos | 15 Pikmin | No. 174

20

As soon as you reach the yellow Pikmin, put them to work creating more yellows by taking pellets and bug bodies to the Yellow Onion. Then head for the layered ledges near the water to find the Gherkin Gate.

Use the C Stick as you ascend on a series of ledges to keep your Pikmin near the walls and away from the edges. When you're just below the prize, throw your yellows up to it.

2 IMPEDIMENT SCOURGE

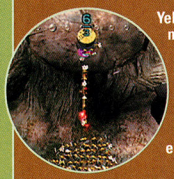
50 Pokos | 10 Pikmin | No. 74

15

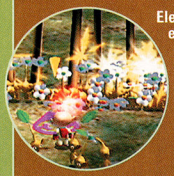
You'll find the Impediment Scourge on a stump near the bridge. Guide your Pikmin around the stump to higher ground, then toss them to the top of the knotty platform. They'll gravitate to the prize and pick it up.

YELLOW PIKMIN

They're bright, they're light and they'll spring into action at the sound of your whistle. Yellow Pikmin are shockingly useful in a variety of situations. Cultivate them and keep their numbers high.



Yellow Pikmin catch more air in a toss than any other Pikmin type. Use them to collect items from high ledges and to attack high-flying enemies.



Electrified fences and electrically charged enemies can fry most Pikmin types instantly. But yellow are shock-resistant.

3 Citadel of Spiders

25 25 — 15 15

If you've got time at the end of your first day in the Perplexing Pool, duck into the Citadel of Spiders just before sundown. The entrance is very close to the landing site. The cave is the first one that you'll enter that has electrical hazards—nodes that fire electricity between each other. Use yellow Pikmin to shut them off.

SUBLEVEL 1

TREASURE

LOVE NUGGET
40 Pokos | 20 Pikmin | No. 11

ITEMS AND ENEMIES

SHEARWIG x 5

SKITTER LEAF x 5

EGG (number varies)

GEYSER FIRE x 5

EGGS (number varies)

VIOLET CANDYPOP BUD

SUBLEVEL 2

TREASURES

CREATIVE INSPIRATION
100 Pokos | 4 Pikmin | No. 183

LIP SERVICE
50 Pokos | 7 Pikmin | No. 77

PARADOXICAL ENIGMA
80 Pokos | 4 Pikmin | No. 130

ENEMIES, HAZARDS AND ITEMS

YELLOW WOLLYWOG x 2

If you swarm a Wollywog, it'll knock your Pikmin over when it springs, then squash them upon landing. Watch for the frog's shadow, toss Pikmin at the beast while it's on the ground, then call your troops.

FIERY DWEEVIL x 3

Dweevils steal treasures and bug bodies. Use the Z Button to switch to an overhead view, then toss red Pikmin at the tiny centers of the Fiery Dweevils.

SUBLEVEL 3

TREASURES

PATIENCE TESTER
130 Pokos | 20 Pikmin | No. 162

MEMORIAL SHELL
100 Pokos | 10 Pikmin | No. 50

ITEMS AND ENEMIES

SWOOPING SNITCHBUG x 3

When Snitchbugs swoop, they grab Pikmin two at a time then throw them down so hard, the Pikmin are planted in the ground. Toss troops up to a bug to weigh it down, then swarm it.

ANODE BEETLE x 8

By themselves, Anode Beetles are fairly harmless little sparkers. When they pair up, though, they arc electricity between each other. Flip them over with direct hits then swarm them.

EGGS (number varies)

QUEEN CANDYPOP BUD

The color-shifting Candypop Bud will switch between red and yellow (and blue if you've collected blue Pikmin). Toss a single Pikmin into the flower—it will produce eight more sprouts.

WILD AT HEART

STEVEN GRIMM

Pikmin 2 joins Animal Crossing and Seaman (Sega Dreamcast) as one of those rare "ecology in a box" titles that appeals to the armchair naturalist in me. I loved chasing fireflies in Animal Crossing; it broke my heart if my Seaman went belly up in its tank. The first Pikmin teetered on the edge of being one of my all-time faves; the sequel's lush extras—like the Piklopedia that allows you to observe creatures in the wild—puts Pikmin 2 firmly on that list of natural wonders.

SUBLEVEL 4

TREASURES

KING OF SWEETS
15 Pokos | 5 Pikmin | No. 34

FLAME OF TOMORROW
10 Pokos | 10 Pikmin | No. 73

TIME CAPSULE
70 Pokos | 7 Pikmin | No. 76

ITEMS, HAZARDS AND ENEMIES

EGGS (number varies)

IVORY CANDYPOP BUD

GEYSER FIRE x 5

HERMIT CRAWMAD x 2

Hermit Crawmads are invincible when they're in their holes. Lure a Crawmad out of its cave, then step out of the way and attack it as it retreats.

WATER DUMPLE x 3

SUBLEVEL 5

TREASURES

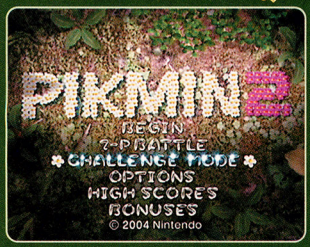
REGAL DIAMOND

100 Pokos | 5 Pikmin | No. 106

The valuable Regal Diamond is buried in the soil on a ledge. After you beat the area's boss, have your white Pikmin unearth the sparkling prize.

THE KEY

100 Pokos | 1 Pikmin | No. 196



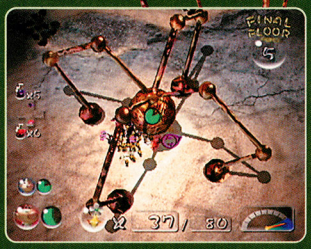
The Key won't bestow any special power to your pilots like many cave-ending treasures do, but it will unlock Challenge mode. The new mode accommodates one or two players.

ENEMIES

IRIDESCENT FLINT BEETLE

The Iridescent Flint Beetle surfaces, then digs into the ground at lightning speed. If you can hit it with a Pikmin toss, it'll release nectar or sprays. After three hits, it'll disappear.

BEADY LONG LEGS



Switch to a distant overhead view of the action while you fight the cave's giant four-legged arachnid. Toss Pikmin at the small body that dangles from the legs, and keep your troops out from under the feet.

DEATH FROM ABOVE!

ALAN AVERILL

Dropping a pile of boulders on your friend's Pikmin is the greatest feeling in the world, and Pikmin 2's Battle mode is my favorite Nintendo GameCube multiplayer experience ever. *Ever.* Better than Soul Calibur II. Better than XIII. Heck, it's even better than Madden. Whether I'm stealing George's marble on the sly or making Steve cry by lighting his Pikmin on fire, the sheer brutality of it all is a joy to behold. Forget cooperation—it's time to drop the hammer.

Awakening Wood

Before you advance farther in the Perplexing Pool, it's a good idea to return to the Awakening Wood to complete your Pikmin roster. Five blues are on the other side of an electric fence. You'll need yellows to get to them.

G DISCOVER BLUE PIKMIN

Check the Awakening Wood map on Page 54 for the blues' location. Lead your yellows to the area near the White Flower Garden entrance and toss them to the top of a ledge, keeping them away from a Cloaking Burrow-nit.

After you toss yellows onto the ledge, guide your pilots through the water and up the slope to rendezvous with your Pikmin. Have your army mob the Cloaking Burrow-nit, then sic your troops on the electric fence. When the fence is down, you'll have access to the wild blue Pikmin.

BLUE PIKMIN

Water-dwelling blue Pikmin will open a lot of paths for you by clearing underwater drains and breaking through water-surrounded barriers. They're the last part of the Pikmin puzzle.

If any other type of Pikmin goes into water, it'll flail about in serious danger, but the blues are aquatic. They even act as lifeguards for their non-swimming brethren.

H Treasure Time

Once you have all of the Pikmin types, you'll be able to travel anywhere in the initial three worlds and collect treasures like mad. The Poko goal for the first part of the story is 10,000. Once you reach that milestone, the Wistful Wild will open up and the adventure will shift into treasure-collection overdrive. If you thought the other areas were a challenge, just you wait!

Chetan, Wal-Mart Customer & Nintendo GameCube Fanatic

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TEEN T
CONTENT RATED BY ESRB
Blood
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PHANTASY STAR ONLINE™
ファンタシースターオンライン
EPISODE I&II Plus

FROM RAGOL TO RICHES: SEGA'S CLASSIC RPG AT A THRIFTY PRICE

Sega's massive online RPG for the GCN is back and better than ever. Phantasy Star Online: Episode I & II Plus is the complete experience that fans of the series have been waiting for. Best of all, this new, complete package costs even less than the original game. At a manufacturer's suggested retail price of $29.99, the fun never stops! Invite your pals over for some sweet multiplayer action, online or offline.

Episode I: An Overview

Refugees aboard the interplanetary vessel *Pioneer I* have vanished from the surface of planet Ragol with nary a trace. Your job is to investigate the disappearances, including that of the infamous Red Ring Rico—explorer, scientist and daughter of the Principal. During your exploration, you will traverse lush, exotic locales, encounter hordes of challenging enemies and gain a bevy of fantastic weapons to aid you in battle.

MAGs—Your Allies

Your MAG is a protector unit that hovers behind your shoulders. As you take damage during combat, it powers up a lethal special attack that devastates most foes in a flash. Your MAG needs regeneration items like Monomate and Dimate to level up and gain power. Feed your MAG regularly, and watch its effectiveness multiply.

Armor & Weapon Combinations

You'll find a myriad of specialized armor and weapon combinations suited to different Photon alignments, character classes and attribute enhancements. Consider several combinations to maximize attack damage and protect yourself from adversaries' varied attacks and group strategies.

The Value of Techniques

Techniques are an essential part of your adventure. Though some character classes are unable to use techniques, they make up for it in other ways. Find and employ disks to learn attack, healing and defense techniques, provided you have the required mental strength (MST) level. Map techniques to buttons for quick action.

Other Helpful Items

Pay special attention to the more obscure objects you find on your travels. Items such as Monogrinders and Digrinders add power to your weapons. Certain materials raise your attack or defense numbers, augmenting existing gear or character attributes. Always read Item Pack descriptions to learn their benefits and drawbacks.

PLUS A FEW NEW FEATURES

Not every GCN owner has the luxury of gaming online. As a gift to fans, Sega has reissued Phantasy Star Online: Episode I & II as PSO Plus. Three online side quests from Episode II—Seat of the Heart, The East Tower and The West Tower—are now playable offline. In addition, five intense challenge modes have been packed in, along with two more unlockable GBA minigames.

Level Up Before Episode II

First-time players with new characters would be wise to play through much of Episode I before jumping into Episode II. Complete Hunter's Guild quests to reach double-digit stats before tackling the tougher boss fights.

After the VR exams in Episode II, you'll head to the surface and deactivate the security locks to gain entry to the Central Control Area. When battling a Gibbon gang, target the ice throwers first, otherwise you may end up a frozen target for group beatings.

AT THE HEART OF A TALE OF TWO TOWERS

Once you've defeated Gal Gryphon in the Central Control Area, you'll finally have access to a little action on the side: three quests that were once exlcusive to the online game. Take a breather, visit the merchants to trade and deposit your leftover cash. Stock up on healing items and regeneration fluids. When you're ready, visit the Hunter's Guild desk in Episode II to receive a new quest.

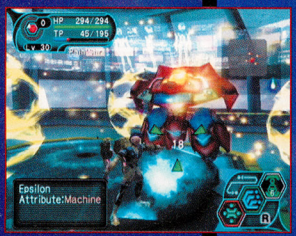
Seat of the Heart

Your talkative operator is ready for the Adaptation VR exam. In tag-team fashion, traverse the unstable remnants of VR Temple and VR Spaceship to defeat the Gol Dragon, then make haste to the control-tower finale.

After neutralizing the Gol Dragon, you must escort your operator to the control tower to activate five computer terminals located on separate floors. Select the following terminals (holster your weapon first) to avoid massive battles. Floor 1: center terminal; Floor 2: fourth (final) terminal; Floor 3: third terminal (right side); Floor 4: first terminal (on right behind entry); Floor 5: second terminal (left side, around the corner).

The East Tower

Despite all your heroics, the area surrounding the control tower is infested with monsters. Load up on regeneration fluids, map your ranged techniques and clear the east tower.



This mission is tougher than the last, so stock up on regeneration fluids like Difluid for both healing and ranged techniques. There are nine floors leading up to the boss Epsilon, and tough enemies guard each one. In the final battle, attack Epsilon only when its shields are away from its body. Use a technique to whittle away his HP.

The West Tower

The last of the newly available offline missions is, predictably, tougher than all previous ones. Again, load up on Difluid or Trifluid and heavy firepower—you're going to need it to win.

This time, the way to Epsilon is through the Seabed area. Take each room slowly, and clear wave after wave of spawning monsters. If a battle proves difficult, retreat to a previously cleared room to heal and get your bearings. Beware of Delbiters; they are vicious and will take you down easily.

WITHDRAW GAMES AT THE ATM

You can download minigames to your GBA via the GBA terminal in the Hunter's Guild. You must begin the Fake in Yellow quest to gain access to the terminal.

After you find Dr. Guls on Ragol during the Fake in Yellow quest, return to *Pioneer 2* and speak with your client. Before claiming your reward, go back to Ragol via the Telepipe and move to the edge near the bushes behind the stream. A Tiny Chao hovering nearby will give you access to the GBA terminal and three downloads—but only until you collect your payment.

Tiny Chao Garden

Consisting of two addictive minigames, Tiny Chao Garden can be linked to your GCN copy of Sonic Adventure 2: Battle to save your Tails Chao. Press Start on your GBA and follow instructions.

Puyo Pop

Clear wave after wave of dropping Puyos in one of two gameplay modes. Match four like-colored blobs to create a chain. Try to clear the board as fast as you can while maximizing chain reactions.

NiGHTS Score Attack

Fly the friendly skies over a wacky upside-down world while collecting pocketfuls of shiny orbs and golden rings in NiGHTS Score Attack. Catch all you can before time runs out to earn the highest grade!

MORE MULTIPLAYER MAYHEM

As if all the new side quests weren't enough, five online multiplayer challenge stages are now accessible offline at the Hunter's Guild in Episode II. Via split-screen multiplayer, teams must clear each stage of enemies in a timed trial. Every character begins the stage at an equal, predetermined level.

THE ADVENTURE AWAITS. . . .

Phantasy Star Online: Episode I & II Plus has everything you loved about the original, with some extra goodies never before available offline. Existing save files and characters from the original will work with the new version, so pick up your copy of Plus and keep on questing all summer long!

Tales of Symphonia™

HOW MUCH WILL ONE GIRL SACRIFICE TO SAVE THE WORLD? HOW FAR WILL HER FRIENDS GO TO PROTECT HER?

In last month's strategy walk-through, we began our exploration of Namco's epic RPG, Tales of Symphonia. This month we'll pick up right where we left off and cover the rest of Sylvarant, including the next three seals. The adventure of a lifetime awaits!

TEEN T CONTENT RATED BY ESRB
Fantasy Violence
Language
Suggestive Themes

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ADVANCED BATTLE STRATEGIES

In Volume 182, we discussed the importance of setting each character's battle strategy in the Strat menu. A variety of other advanced battle strategies will also influence your success, such as choosing the most appropriate character titles, C Stick shortcuts and Compound Unison Attacks. Experiment and practice to unlock your party's full potential.

Character Titles

You'll earn character titles for meeting specific requirements, such as achieving in-battle goals or participating in storyline events. When a character levels up, his or her title governs which stats (Defense, Strength, etc.) will rise. Experiment in battle—you never know what titles you'll find; for example, if Colette does nothing during a battle, she'll earn the title Self Control. The more titles you discover, the more you can customize your characters.

C Stick Shortcuts

Coordination in battle is essential to defeating some of the game's tougher enemies. One of the easiest ways to coordinate your attacks is with C Stick shortcuts for spells and techniques. Set the shortcuts in the Tech menu—you can use them by pressing up or down on the C Stick in battle. You can create shortcuts for any two spells or techniques that belong to active party members. The shortcuts make executing big combos much easier, and they're a great way to utilize spells of one specific element, such as Light, to take advantage of an enemy's weakness.

Compound Unison Attacks

Every time you fill the Unison Attack gauge in battle, you can unleash a devastating group assault called a Unison Attack. When you execute specific spells and techniques during a Unison Attack, you'll perform an extra-effective Compound Unison Attack such as the Mjollnir—a powerful move that results from using Genis's Lightning spell and Colette's Pow Hammer technique during a Unison Attack. You can see a full list of Compound Unison Attacks and more in this month's Classified Information.

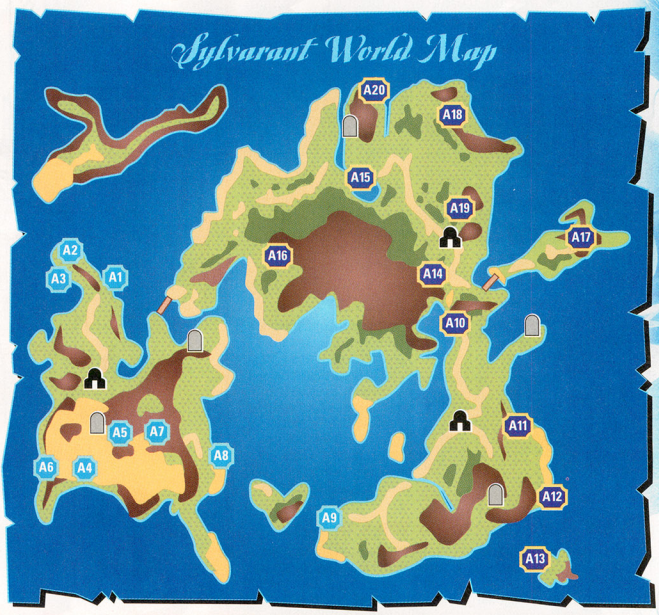
SYLVARANT WORLD MAP

In last month's Tales strategy, we covered all the locations indicated by light-blue icons (A1 through A9) on the map below. This month we'll explore the destinations marked with dark-blue icons—from Hakonesia Peak through the Tower of Mana. You can revisit most of the previous areas, but you won't need to until much later in the game.

- A1 ISELIA VILLAGE
- A2 MARTEL TEMPLE
- A3 ISELIA FOREST
- A4 TRIET
- A5 SYLVARANT BASE
- A6 TRIET RUINS/ FIRE TEMPLE
- A7 OSSA TRAIL
- A8 IZOOLD SEAPORT
- A9 PALMACOSTA
- A10 HAKONESIA PEAK
- A11 PALMACOSTA HUMAN RANCH
- A12 THODA DOCK
- A13 THODA GEYSER/ WATER TEMPLE
- A14 ASGARD
- A15 LUIN
- A16 HIMA
- A17 BALACRUF MAUSOLEUM/ WIND TEMPLE
- A18 ASGARD HUMAN RANCH
- A19 LAKE UMACY
- A20 TOWER OF MANA

HOUSE OF SALVATION

GUIDEPOST STONE



A10 HAKONESIA PEAK — THE PRICE OF KNOWLEDGE

Colette and the others rush to Hakonesia Peak, hot on the trail of the charlatan Chosen. By the time you reach the peak, the imposters are long gone and they've sold the Book of Regeneration to Koton, an artifact collector there. He'll let you peek at the priceless tome, but only if you bring him a genuine Spiritua Statue.

NOVA'S ZOOLOGICAL DISCOVERIES

Nova's Caravan is encamped in a wooded area southeast of Palmacosta. Talk to Nova and his family about their recent sightings. They'll tell you about Aska, a giant glowing bird they spotted on Ossa Trail. They'll also give you a rare Linkite Nut, which you'll need later.

DESIAN BULLIES

After you talk to Koton, some people on a pilgrimage at Hakonesia Peak explain that they sighted Desians, led by Magnius, marching toward Palmacosta. Fearing the worst, Lloyd and the others hurry back to the city. When you arrive, Magnius is moments away from executing Cacao in the town square—defeat the Desian guards to save her. After your victory, return to Hakonesia Peak and talk to the Palmacosta guard there. Agree to save Chocolat from the Palmacosta Human Ranch. You can visit either the Human Ranch or the Water Temple first—our strategy will cover the ranch first. Your choice will change the corresponding events slightly.

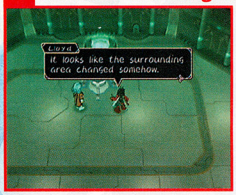
For the Freedom of the People!

Magnius will flee the scene after Kratos attacks him, but he'll leave three of his subordinates behind to take you out. The Evil Sorcerer will blast your party with Fireball, so get rid of him first, then deal with the Whip Masters.

A11 PALMACOSTA HUMAN RANCH — FREE THE CAPTIVES!

When you enter the Palmacosta Human Ranch, Neil will pull you aside and explain the unsettling truth behind Palmacosta's peace. You're given a difficult choice—either confront Dorr in Palmacosta, or infiltrate the Human Ranch—we suggest the latter. Your choice will determine which door you'll use to enter the ranch.

1 Radar at Your Fingertips



The Sorcerer's Ring terminal in the Palmacosta Human Ranch will change the ring's function to reveal hidden things when you press X. Most of the items, warps and switches in the ranch are invisible until you use the ring. Check the map to the right for every item's location.

2 Little Boy Blue

After you change the ring's function at the Sorcerer's Ring terminal, press X to see the warp pad in the same room. Step onto the pad and press A to warp to a room with a Memory Circle in it. Walk through the left door and free the prisoners—a little boy will give you the Blue Card.

3 You Can't Move What You Can't See

Return to the room to the right of the prison and walk through the right door. Use the Sorcerer's Ring to reveal the four invisible blocks; push the blocks down until they sink into the holes near the stairs at the bottom of the room, then grab the EX Gem Lv2. Use the Sorcerer's Ring to reveal the switch (a pillar with a ball of light on top of it). Stand next to the switch and press A to create a bridge.

4 A Sparkling Discovery

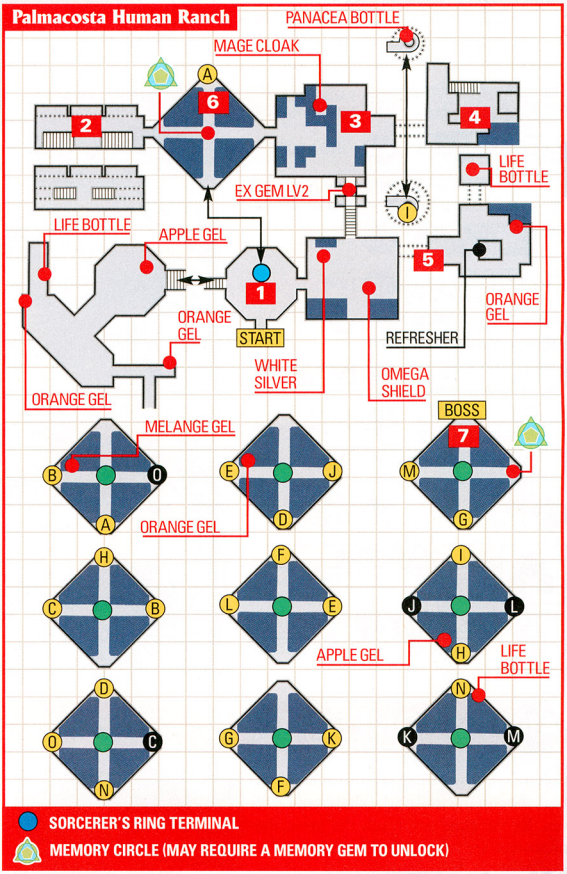
Cross the bridge to point 4 and walk down the stairs. Colette will notice something sparkling on a high platform. When she floats up to get a closer look, she'll find the Red Card.

5 Plunder the Purple Card

Activate the two bridge switches near point 5 then walk right across the first bridge. Defeat the nearby guard to earn the Purple Card, then use the Refresher to heal up and restock your items. Deactivate all three bridges if you want to get the Panacea Bottle later.

6 Watch Where You Warp

All that stands between you and Magnius is a complex maze of warps. Use the map on this page to find your way through the maze. Beware of any sparkling spots that aren't marked on the map—they're alarms that will trigger an enemy battle.



REFRESHER	
APPLE GEL	100
LIFE BOTTLE	300
MAGIC LENS	10
ORANGE GEL	200
PANACEA BOTTLE	150

NAVIGATING THE WARP MAZE

J A black icon represents a one-way warp destination.

A green icon indicates the central warp that appears in all of the warp-maze rooms—use it to return to the beginning of the maze.

7 MAGNIUS

PARTY LEVEL: 18

Follow Chocolat to the control room and defeat the guards. You'll pick up Chocolat's Pass automatically, then Magnius will attack you. Get rid of the Whipmaster and the Bowman first. Set your low-defense characters to use long-range skills and magic. Most of Magnius's spells and techniques deal heavy damage—especially Flame Lance. Don't waste your TP on Fire spells—your foe is resistant to them. Knock Magnius down with Lloyd's Beast technique, then swoop in and hit him with everything you've got!

TRUTH AND BETRAYAL

At the Palmacosta Human Ranch, Neil explains Governor-General Dorr's true intentions. Return to Palmacosta and enter the Government Building—Dorr is downstairs in the prison area. Before you confront him, place Raine (if she's learned the Photon spell) and Colette in your party—their Light spells will be invaluable for the upcoming battle.

KILIA — PARTY LEVEL: 19

During your chat with Dorr, Kilia will deal her "father" a fatal blow, after which she'll reveal her true identity and attack you. Blast her with Light magic, such as Raine's Photon spell and Colette's Angel Feather spell. Set the spells as C Stick shortcuts for easy access.

A12 THODA DOCK — DETOUR TO THODA ISLAND

Visit the House of Salvation that lies south of Hakonesia Peak. When you ask the priests for their Spiritua Statue, one of them will explain that the statue is fake—he lost the real one at Thoda Geyser. Agree to retrieve the Spiritua Statue, then travel south to Thoda Dock. Enter the House of Salvation there and rent a boat to travel to Thoda Geyser. Once you've obtained the Spiritua Statue, you can take it to Koton before or after you complete the Water Temple.

Washtub Boat Woes

The only way to reach Thoda Geyser is via precarious washtub boats. Raine won't be thrilled about crossing the sea in the makeshift vessels, but she'll face her fears and join you.

Retrieve the Spiritua Statue

Ascend the left stairs at Thoda Geyser to find the lost Spiritua Statue. When Genis freezes the geyser's water, press the Control Stick in the direction he calls out to reach the statue.

A13 THODA GEYSER — THE WATER TEMPLE

Walk up the right-hand stairs at Thoda Geyser to find an Oracle Stone. When Colette places her hand on the stone, the Water Temple will open and a bridge will appear. Cross the bridge to enter the temple. Most of the monsters in the Water Temple are resistant to Water magic but weak to Lightning magic—adjust your spells accordingly.

8 A Smoldering Solution

Enter the room where the Sorcerer's Ring terminal is, but don't change the ring's function yet. Walk through the bottom-left passage then use the ring to ignite the two torches on either side of the scales.

9 The All-Purpose Sorcerer's Ring

Return to the Sorcerer's Ring terminal and activate it (press A) to change the ring's function from fire to water. Walk through the bottom-right passage. Defeat the fish enemy near the chest that contains the Circlet (see the map) to find a Memory Gem.

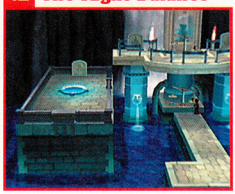
10 Forced Entry

At point 10, push the block right until it's positioned under the raised stone gate. If you shoot water into the jars on the scales before placing the block, the stone gate will close all the way—douse the lit torches and start over if you make a mistake.

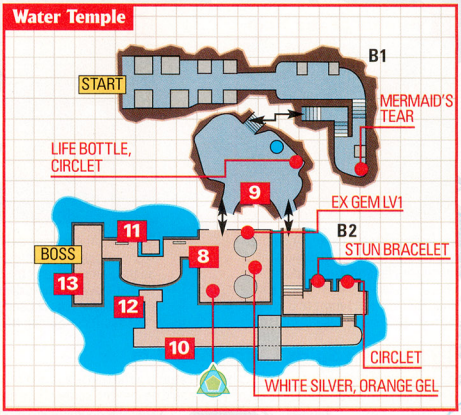
11 Tip the Scales

Ascend the stairs and return to point 8. Two sets of scales, one on the top floor and one on the bottom floor, control the platform that leads to the temple's boss. Use the Sorcerer's Ring to shoot water into the jar on the top floor's scales.

12 The Right Balance



Return to the bottom floor and shoot water into the jar on the scales there. The platform that leads to the boss will rise after you've shifted the weight on both sets of scales. Prepare to face the boss, then walk upstairs and use the warp pad.

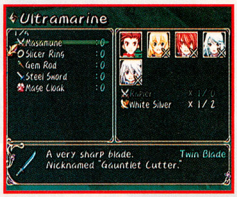


13 ADULOCIA AND AMPHRITRAS — PARTY LEVEL: 20

The Water Temple guardians, Adulocia and the two Amphritras, are weak to Lightning magic. Assign Genis's Lightning spell to your C Stick and bring a few Life Bottles—it's a tough fight. Take out the Amphritras as quickly as possible, then focus on Adulocia. Block often and have Kratos or Raine focus on healing your party.

UPGRADE, STOCK UP AND MOVE OUT

Before you travel over Hakonesia Peak, collect any treasure or Monster List data you're missing, and equip your party with the best armor and weapons Palmacosta has to offer. Some of the customization shops you'll visit later can make new equipment from the items available at the Palmacosta customization shop.



ESCORT SHORTCUTS

In various towns, such as Palmacosta, you'll find a person in need of an escort. When you agree to escort someone, you'll appear at his or her destination instantaneously. If you agree to escort a person part of the way, you'll appear at the nearby House of Salvation.

A14 ASGARD — THE CITY OF RUINS

The Book of Regeneration states that the next seal, the Seal of Wind, is located somewhere in the Asgard region. Travel northwest from Hakonesia Peak to begin your investigation in Asgard, the City of Ruins. Your search for clues will quickly turn into a mission to save the city and one girl's life.

Revealing the Wonder Chef

The Wonder Chef's Asgard location is easy to overlook—he's upstairs in Aisha's house. Talk to him before you visit the Asgard ruin (see tip 14), or you'll have to wait until after you defeat the Windmaster (see tip 17) to get the Meat Stew recipe.

14 Trouble at the Ruin

Ascend the stairs marked A on the map to the right. When Raine starts her history lesson, sneak around the back of the dais to find Harley and Linar. Halt their attempt to destroy the ruin, then go to Aisha's house.

15 Aisha's Tragic Fate

Speak to Aisha, Linar and Harley in Aisha's house. A creature claming to be the Summon Spirit of the Wind recently awoke and is demanding sacrifices. Aisha was chosen to be the next sacrificial Summon Spirit dancer.

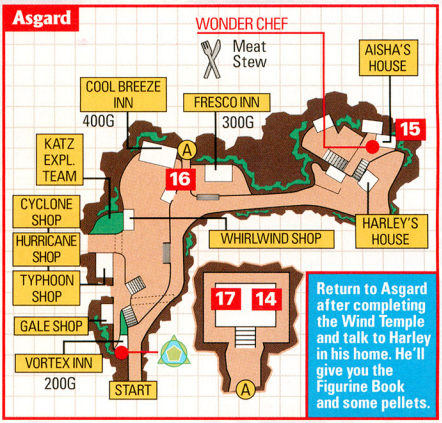
16 Summon Spirit Dancer Stand-In

After Harley kicks you out of Aisha's house, return to the ruin steps and talk to the mayor. Raine believes that the Seal of Wind could be located somewhere around the Asgard ruin, so she volunteers to take Aisha's place as the Summon Spirit dancer. After you reorganize your party so that it includes Raine, the ritual will begin.

17 WINDMASTER

PARTY LEVEL: 22

The monster that appears after Raine performs the ritual is not the Summon Spirit of the Wind. Lloyd and the others will leap onto the stage and the battle will ensue. Windmaster is resistant to Wind magic and has no weaknesses, but it's one of the easier bosses to defeat nonetheless. Your foe attacks with its claws and massive scythelike lower body. Block its attacks, and use your Unison Attack and techniques, such as Lloyd's Beast and Sword Rain techniques.



Return to Asgard after completing the Wind Temple and talk to Harley in his home. He'll give you the Figurine Book and some pellets.

CYCLONE SHOP

FEATHER ROBE	920
FINE GUARD	900
IRON GAUNTLETS	1,200
IRON HELM	1,200
KITCHEN MITTENS	1,000
MAGE CLOAK	1,500
PARALYSIS CHARM	4,000
RING MAIL	1,800

TYPHOON SHOP

DUEL STAR	1,180
GEM ROD	1,550
HYDRA DAGGER	2,200
MASAMUNE	1,500
SLICER RING	1,380
STEEL SWORD	1,380

WHIRLWIND SHOP

APPLE GEL	100
DARK BOTTLE	200
HOLY BOTTLE	200
LIFE BOTTLE	300
MAGIC LENS	10
ORANGE GEL	200
PANACEA BOTTLE	150
STONE CHARM	4,000

GALE SHOP

BARLEY RICE	60
BEEF	140
BEEF STRIPS	80
BLACK SATAY	200
CABBAGE	60
CARROT	60
CHEESE	60
CHICKEN	120
EGG	50
JUICY MEAT	200
KELP	40
LETTUCE	80
MUSHROOM	60
ONION	60
PANYAN	70
PORK	120
POTATO	50
RADISH	60
RED SATAY	200
ROLL	70
WHITE SATAY	200

HURRICANE SHOP

The Hurricane customization shop offers a large selection of new weapons, armor and customization materials.

A15 LUIN — THE CITY OF HOPE

After you've obtained the Map of Balacruf by defeating the Windmaster, you can continue to the Balacruf Mausoleum. Before you do, though, we recommend taking a small detour to Luin and Hima. Luin is a quaint city located on Sinoa Lake. Visit the shops and the inn, and talk to the townsfolk—you'll return to the town later.

18 Shopping Spree

The Fighting Spirit shop offers a wide selection of weapons, armor and accessories. The customization shop there is also worth a peek—the merchant there can create 20 items. Shop around and outfit your group in all-new gear.

19 Seafood Stew

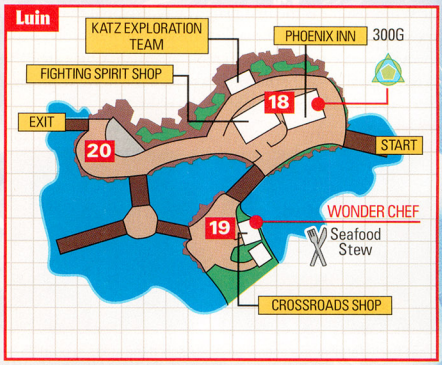
Locate the Wonder Chef on your first visit to Luin, or you'll lose your chance (see the spoiler alert). He's disguised as a large pig statue on the second floor of Luin's Crossroads shop. If you find him, he'll teach you the Seafood Stew recipe.

20 Sheena's Softer Side

Sheena is playing hide-and-seek with a group of children near Luin's fountain. After exchanging a few words with you, she'll make her usual threats and run off. Maybe she's not as bad as she seems?

FIGHTING SPIRIT SHOP	
BATTLE STAFF	1,150
BRACELET	400
CHAIN MAIL	960
DUEL RING	1,140
DUEL STAR	1,180
FEATHER ROBE	920
FINE GUARD	900
GOLD CIRCLET	1,000
FEATHER CAPE	400
LEATHER HELM	500
PARALYSIS CHARM	4,000
POISON CHARM	4,000
RABBIT'S FOOT	2,000
RAPIER	1,300
STEEL SWORD	1,380
STUN BRACELET	4,000
WHITE CLOAK	800

CROSSROADS SHOP	
APPLE GEL	100
HOLY BOTTLE	200
LIFE BOTTLE	300
MAGIC LENS	10
ORANGE GEL	200
PANACEA BOTTLE	150



SPOILER ALERT! A LOOK INTO LUIN'S FUTURE

When you return to Luin after completing the Wind Temple, the city has been destroyed. Buy what you need while the city is still intact, or you'll miss out on future opportunities. For instance, you must buy the Rapier in Luin if you want to make the Nimble Rapier in Hima.

A16 HIMA — THE VILLAGE OF ADVENTURERS

Hima is a rustic mountain settlement that isn't much bigger than an inn and a shop. Adventurers drift in and out of the village, bringing their stories with them. Chat with the locals and travelers, and stock up at the Crimson Canyon shop. You'll return to Hima a few more times later on.

21 Only the Best Will Do

Between Luin's Fighting Spirit shop and Hima's Crimson Canyon shop, you can equip all of your characters with the best weapons, armor and accessories in all of Sylvarant.

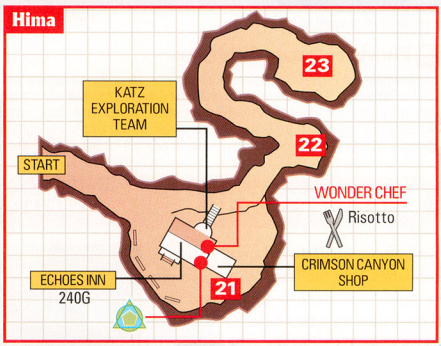
22 Human Ranch Casualties

The Hima graveyard is filled with the graves of those who escaped the Asgard Human Ranch but eventually lost their lives to a strange curse.

23 The Dragons Are Coming

Ascend the steep path to Hima's highest plateau and talk to the man about his future business plans—you'll return later (see the tip to the right).

CRIMSON CANYON SHOP	
AMBER CLOAK	1,800
APPLE GEL	100
CLERIC'S HAT	900
HOLY BOTTLE	200
LEATHER CAPE	400
LIFE BOTTLE	300
MAGIC LENS	10
ORANGE GEL	200
OSAFUNE	1,950
PANACEA BOTTLE	150
PRETTY MITTENS	800
TARTAN RIBBON	1,600



COMING SOON — DRAGON TOURS!

After you complete the Tower of Mana, the Dragon Tours will be open for business. You'll ride the dragons to the Tower of Salvation, where the final holy seal awaits the Chosen.

NOW THAT YOU'RE A WORTHY OPPONENT

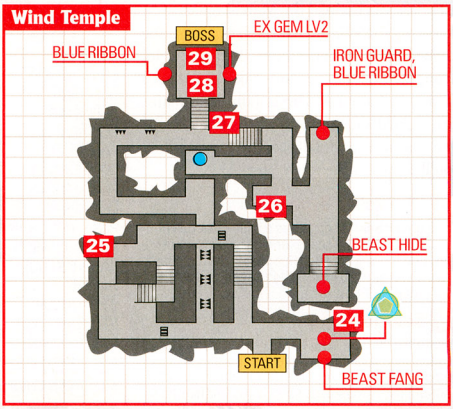
Do you remember the talking skull in the abandoned mine on Ossa Trail? Sure you do! If you're feeling brave, and are at least level 23, cross the bridge southwest of Hima and return to Ossa Trail to battle the skull. Defeating it isn't required to progress through the story, but you'll win a mysterious charm called a Yata Mirror if you do. After you defeat the skull, it will disappear from the mine.

OSSA TRAIL - THE SWORD DANCER

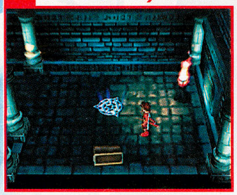
The talking skull is actually an undead Sword Dancer. Block often or it'll hit you with not one, not two, but *four* swords. Your foe's Cross Slice technique deals incredibly heavy damage. It's weak against Holy magic, so Raine's Photon spell and Colette's Angel Feathers spell are very effective.

A17 BALACRUF MAUSOLEUM — THE WIND TEMPLE

The Wind Temple is the first place you've explored that has traps—time your steps to avoid the spikes. Inside, you must solve a complex pinwheel puzzle to reach the temple guardian. Clues are carved in the temple walls—light the torches to read them. We've provided the puzzle solutions below the map to the right.

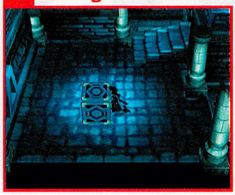


24 The Memory Circle



Defeat the caterpillar-like enemy on the stairs near point 25 to earn a Memory Gem. Return to the sealed Memory Circle at point 24 and use the Memory Gem to unlock it.

25 Strong Currents



Ascend the stairs at point 25 then push the block off the ledge. Walk down the stairs and push the block onto the square floor panel to stop the wind current. Return to point 24 to light the torch and read a clue.

26 Explore Every Corner

Push the block right, onto the floor panel, to obstruct the two wind currents. Light the remaining torches, read the clues and grab all the treasure—especially the Iron Guard.

27 Fire Is the Key

Ignite the two torches at point 27 to open the door to the pinwheel-puzzle room. Descend the stairs to the right and change the function of the Sorcerer's Ring from fire to wind.

28 Pinwheel-Puzzle Solutions

The pinwheel puzzle has three possible solutions, all of which require you to use the Sorcerer's Ring to blow wind onto the colored pinwheels in a specific order. Only the upper door's solution is necessary to reach the boss—the other two solutions will reveal treasure. The pinwheel-puzzle key to the right indicates the order in which you must spin the pinwheels for each solution.

29 IAPYX — PARTY LEVEL: 27

Iapyx is resistant to Wind and has no weaknesses. Block when your foe uses its Feather Shot and React Feather techniques. Set Kratos or Raine to heal the party, and use techniques such as Beast and Tempest. Genis's Eruption and Stalagmite spells are also very effective.

PINWHEEL-PUZZLE KEY

UPPER DOOR (BOSS) = RED, YELLOW, GREEN, WHITE, BLUE

RIGHT WALL (EX GEM LV2) = RED, GREEN, YELLOW, WHITE, BLUE

LEFT WALL (BLUE RIBBON) = BLUE, RED, YELLOW, WHITE, GREEN

SHEENA'S BACK . . . AGAIN!

Heal after you defeat Iapyx—Sheena ambushes you at the Wind Temple entrance. The persistent assassin has learned a few new tricks since you fought her on Ossa Trail, but she's still no match for your party. Her Monster List info is different, so use a Magic Lens on her during the battle. She'll run off after you defeat her, but you'll cross paths again sooner than you might expect.

SHEENA - RESOLUTE ASSASSIN — PARTY LEVEL: 27

Sheena's Pyre Seal and Power Seal techniques will stun your party members and send them flying across the screen. Set everyone to attack at range, and defeat her Lightning Guardian first. Block often and use techniques such as Beast and Sword Rain to take her out.

A15 LUIN — THE CITY OF DEVASTATION

When you return to Luin, the city is in a terrible state—all the buildings have been destroyed and the Desians have taken everyone to the Asgard Human Ranch. You'll find Sheena badly wounded by the fountain. She's willing to form a truce with you if you'll help her free the people of Luin. If you accept her request—and even if you don't—she'll join your party.

MERCHANT SHORTCUT

A merchant will appear by Hima's entrance after your first visit to the Asgard Human Ranch. If you agree to escort him, you can travel between Hima and Luin instantly—it's a handy shortcut.

TRUTH AND DISCOVERY

Before you infiltrate the Asgard Human Ranch, you must complete a series of important events and view several cut scenes. The events take place in and around the Asgard Human Ranch, Luin and Hima—escort the merchant in Hima to minimize travel time.

Asgard Human Ranch

Defeat the Desian patrol and take their uniforms. Camp for the night, then infiltrate the ranch the next day—escape when Kvar corners you.

Luin

Return to Luin and camp for the night. In the morning, talk to the man south of the fountain about Pietro, listen to Sheena, then travel to Hima.

Hima

Talk to Sophia in Hima's inn then visit the graveyard. Talk to Pietro and Sophia at the graveyard then collect the Desian Orb from Pietro's grave.

Asgard Human Ranch

Return to the Asgard Human Ranch and examine the odd-looking boulder near the entrance—you'll enter the ranch's control room.

A18 ASGARD HUMAN RANCH — SEARCH FOR CHOCOLAT

When your party first visits the Asgard Human Ranch disguised as Desians, you'll enter at the location marked Start 1 on the map to the right. On your second visit, you'll enter at Start 2—the control room. Split your party into two teams of three. Your infiltration team will fight Kvar.

INFILTRATION TEAM

30 Stop the System!

We recommend Kratos and Sheena or Kratos and Colette as your infiltration teammates. Grab the treasure at point 30 then shut down the Host Body Dispatch machine.

31 Shut Down the Conveyor Belts

Enter the conveyor-belt room through the door marked B on the map. Change the function of the Sorcerer's Ring at the terminal near the door—the new function will allow you to shoot fire farther than before. Stand on one of the moving conveyor belts and press X to shoot fire at the control switches (the glowing pillars) in the center of the room. Repeat the process on the other conveyor belt. Destroy all six control switches to shut down the conveyor belts.

32 You Can Always Use More EX Gems

Ride the conveyor belts to the upper-left corner of the room and collect the EX Gem Lv2 from the chest. Enter the upper door and defeat the guards. Unlock the sealed Memory Circle, save, then press A while standing on the warp pad to switch groups.

DEACTIVATION TEAM

33 Clear the Way

From the control room, walk through the lower-right door. Defeat the Evil Sorcerers then exit through door A. Move the crates at point 33 to clear the doorway.

34 Switch Tricks

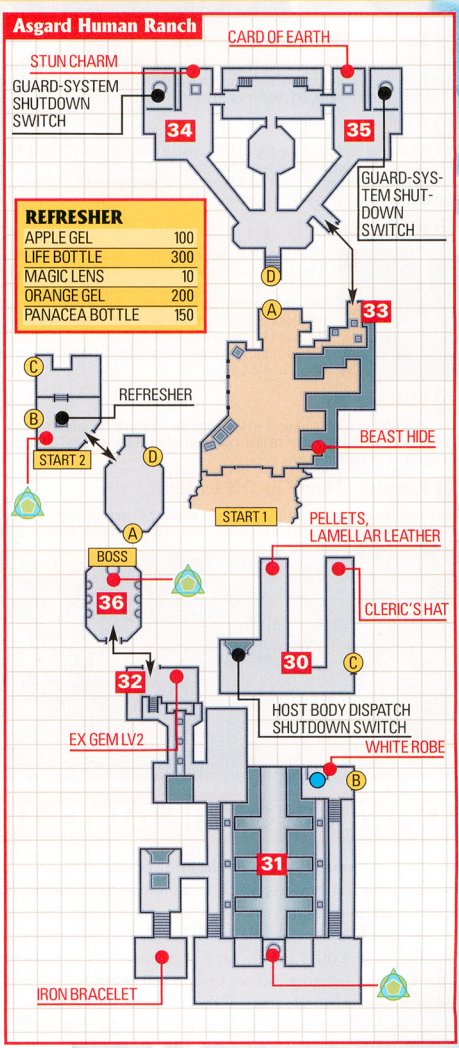
From point 33, enter the door that you cleared the way to and descend the stairs. Defeat the guard at point 34 then stand on the blue floor switch and press A to open the left Guard-System Shutdown Switch room.

35 Deactivate the Guard System

After you press the floor switch at point 34, the door to the room you're in will close. Walk through the right door and take out the two Evil Sorcerers to free the prisoners. Exit the prison area through the right door and step on the blue floor switch at point 35 to open the right Guard-System Shutdown Switch room. Return to the prison area and walk through the bottom door. Defeat the Raybits that guard both shutdown switches to deactivate the Guard System.

36 KVAR — PARTY LEVEL: 28

Kvar may be a sorcerer, but he's no pushover—bring plenty of gels and Life Bottles. Kvar relies entirely on quick Lightning-based spells, including Spark Wave and Lightning Strike. Take out the three Energy Stones first, or they'll zap you with Lightning and their electrical barriers. Set Kratos to heal the party. Keep moving and interrupt Kvar's spells as often as possible. Focus on physical attacks to put an end to your foe.



A19 LAKE UMACY — THE SLEEPING UNICORN

After you defeat Kvar, your party returns to Asgard. Stock up on Black Silver while you're there—it'll be useful later. Travel to Lake Umacy, where Sheena will reveal that she can form pacts with Summon Spirits. Battle Undine at the Water Temple's altar to have Sheena make a pact with her. Visit the Fire Temple and the Wind Temple to form pacts with Efreet and Sylph before or after you complete the Tower of Mana—you should be at level 30, minimum.

AWAKEN THE UNICORN

Once Sheena enters a pact with Undine, return to Lake Umacy to awaken the unicorn. It will sacrifice its life to give you its horn. Raine will learn the Resurrection spell and earn the title Grand Healer.

A20 TOWER OF MANA — THE FOURTH SEAL

You must possess the Tower Key to open the Tower of Mana. Travel to Hima to find Clara—you'll obtain the key after she flees from the crowd.

37 Success Through Teamwork

You must once again split your party into two teams of three. We recommend choosing Kratos to go with Lloyd and Colette. Ascend the stairs at point A on the map, and defeat the second enemy on the stairs to earn a Memory Gem.

38 Redirect the Light

Burn the scarlet curtain at the top of the room to reveal a beam of light. Push the mirror block into the center of the room to reflect light onto the sphere on the room's right side. Walk through the left door then unlock the Memory Circle and save. Examine the pedestal to switch teams.

39 Mirror-Block Puzzle

Take control of the second team and walk through the upper door. Ignite the scarlet curtain on the left side of the room to reveal a beam of light. Push the mirror block into the center of the room to open the upper door. Ascend the stairs to the mirror-block puzzle room and burn the curtain on the left side of the room to reveal a beam of light. Position the four mirror blocks in the locations on the map to the right to create a bridge of light.

40 Walking on Air

Walk through the door marked B on the map, then ascend the spiral staircase at point C. Walk through the left door to point 40 then cross the bridge of light and stand on the pedestal to switch teams.

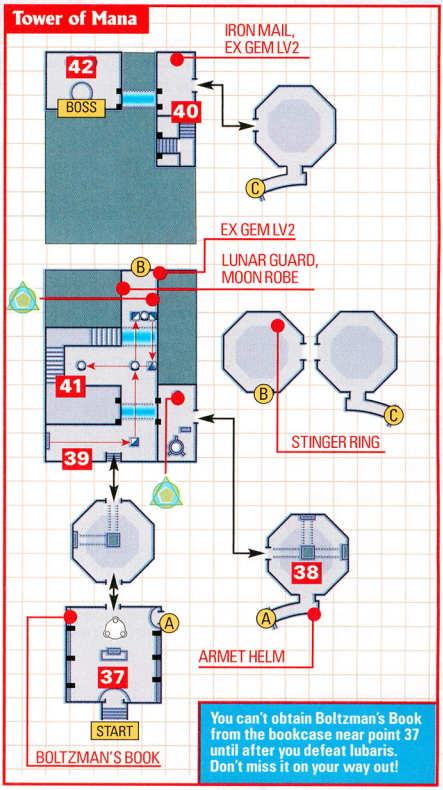
41 Reunite, Then Go Off to Fight

Take Lloyd's team across the bridge of light to point 41 then ascend the stairs and cross two more bridges of light to reunite with the other team. Now to the boss!

42 IUBARIS

Pparty level: 30

Iubaris is the first temple guardian that you can steal from. Set Colette's Item Rover (or Item Thief) tech to your C Stick and keep trying—your patience and persistence will be rewarded with a rare White Quartz. Iubaris is resistant to Fire, Lightning and Light magic—physical attacks are the most effective. Set Kratos to heal and Raine to support. Block, and use techniques such as Beast and Super Sonic Thrust.



ONWARD TO THE TOWER OF SALVATION

Only one seal remains. You're on the brink of completing your world-regeneration quest; however, you have a promise to honor first. Return to Hima and use Boltzman's Book and the Unicorn Horn to cure Pietro's curse. Once he's well, he'll dedicate his life to rebuilding Luin—you can visit him there and donate to his cause. Your next destination is the Tower of Salvation, where Colette will finally fulfill her destiny and become a real angel . . . or will she? Check out tales.namco.com for even more Tales info, including exciting news and activities!

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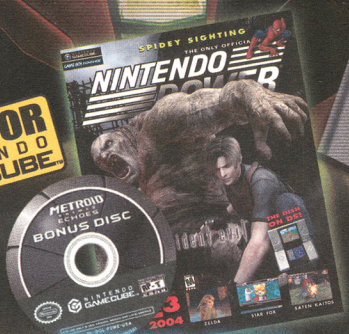

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Metroid Prime 2 Echoes Trailer and Preview

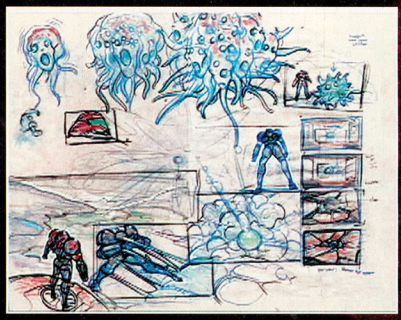
From an all-out shapeshifting Ing assault on a crack military force to a battle against Dark Samus, the trailer and preview glimpses of the action to come.

The Metroid Chronicle

Both a look at past games and a timeline for the Metroid universe, the Metroid Chronicle gives each game's plotline set to its original music. If you ever wondered how the stories fit together, this should answer your questions.

The Metroid Art Gallery

Including concept, sketch and fully realized artwork from Metroid Prime and Metroid Prime 2 Echoes, the art gallery gives you an insider's look at Retro's talented design team. From missiles to monsters, it's all here.



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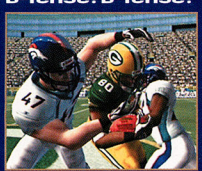
FIFTEEN YEARS OF GREATNESS

2004 marks the 15th year that a Madden game has graced home console systems, and the series shows no signs of slowing down. EA's Madden NFL 2005 contains all the fantastic gameplay that you've come to expect, and throws in a passel of new details that make the experience even more true to life. If the game were any more real, you'd need a helmet.

D-fense! D-fense!



In older Madden games, you didn't play defense so much as kill time while you waited to get your offense on the field. This year, the developers have made playing D a riot—see page 80 for all the d-tails.

TAKE CONTROL OF THE TEAM

The prep work you do Monday through Saturday makes all the difference on Sunday. Before you even hit the field, you'll have as much control over your team as any coach prowling the sidelines.

New Additions

The Coaching Strategies menu puts all the decisions in one area. You can assign hot routes, select audibles, choose packages for certain sets or sub players on specific plays.

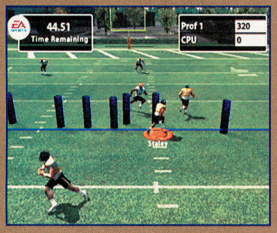
BRAND-NEW MINIGAMES

Two new minigames can help you perfect your football skills. While Rushing Attack is simply for practice, you can earn tons of Madden Tokens in the Two-Minute Drill. Last year's Mini-Camp also makes an appearance.

Drilled into Your Head

The Two-Minute Drill minigame challenges you to score as many points as you can with two minutes left on the clock. Once you exhaust the time on offense, you'll play as the defense.

Rush N' Attack



Madden's running game requires patience to learn and skill to master. In the Rushing Attack minigame, you can run your favorite back again and again versus the defense of your choosing. Rushing Attack is new as a minigame, but it existed last year as a training-camp exercise.

MADDEN CARDS

If you want classic teams, helpful cheats or in-game power-ups, you need to collect Madden Cards. There are 281 unique cards, and many of them have a Bronze, Silver or Gold ranking—making for a whole lot of cards to collect!

No Bluffing

Cards can be earned in many ways. When you receive Madden Tokens for completing challenges, you can spend them on Madden Cards. Some cards will be given to you directly for completing Mini-camp drills or reaching a certain point in your EA Sports Bio. You can wager your Madden cards whenever you take on a friend in a multiplayer game. Hidden teams and stadiums will be available from the main menu.

CREATION CORNER

If you want to spice up the home games, head to the Features menu and let your imagination run wild. You can create players, teams and whatever crazy plays you can dream up. You can even engage in the new Madden sensation, Create-a-Fan!

Fan-tastic

Each team has custom Create-a-Fan options. If you build a Green Bay Packers fan, for example, you can make him a cheesehead. And, of course, you can build crazed Raiders fans to inhabit the black hole in Network Associates Coliseum.

THE FRANCHISE EXPERIENCE

Madden's Franchise mode is one of the deepest around, and this year the developers have added tons of detailed extras that bring the experience home. Can you take your favorite team and build a dynasty for the ages?

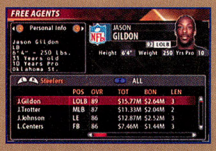
The Media Is the Message

Each week, you can get news via e-mail, newspapers or the Tony Bruno radio show (complete with callers angry about your recent moves). Keeping your ear to the ground will help you fix small problems before they become big ones.

Rule the Roost

You can determine your team colors, stadium upgrades, concession prices and much more. Fans aren't showing you the love? Pack up and move to Los Angeles—just make sure that you have a financing package in place.

How to Deal with Prima Donnas



As an owner, you'll make trades, cut players and sign free agents. Keep an eye on your NFL Icons—if you mistreat them, the fans will revolt.

THE VICK FACTOR

Anyone who played Madden NFL 2004 knows about Michael Vick. The Falcons QB was a monster—just send receivers downfield, wait for the coverage to spread out and run for 20 yards. This year, improved D makes stopping Vick possible.

Watch the Box

Stuffing the box with a blitz is a good way to keep Vick in check, but it leaves him open for a sideline scramble. The Playmaker lets you put a single linebacker into QB Spy or QB Contain coverage, which helps him stay honest.

Butterfingers

The Hit Stick also helps even the odds. When Vick starts to scramble, hit him with everything you have. He will often fumble the ball, especially if he's been running a lot and his endurance is low.

GET ON THE D TRAIN!

Defense wins championships, and you'll need to master all the new moves in Madden NFL 2005. From Hit Sticks to defensive audibles, you'll have more options than ever on the stopper side of the ball.

Give 'Em the Hit Stick!

We love the Hit Stick. Using it is risky, but the payoff is always worth it. As you approach a player, press the C Stick to deliver a cleat-clearing, jaw-shattering, fumble-inducing hit. Huge tackles will be rewarded with replays and the awe of Mr. John Madden himself, and also possibly jar the ball from your opponent. If you miss a Hit Stick tackle, however, your defensive player will go stumbling down the field and take himself out of the play.

DEFENSIVE AUDIBLES AND PLAYMAKER CONTROLS

In addition to the position-specific audibles below, you can call a general audible by pressing B then the button to which you've set the play. Go to the Coaching Strategy menu to set audibles.

Audible Action

To call a position-specific defensive audible, press the appropriate button then Left, Right, Up or Down on the Control Pad.

Playmaker Passion

Whereas audibles apply to groups of people, the Playmaker changes only the highlighted player. It is most useful with linebackers, but you can use it with anyone on the field.

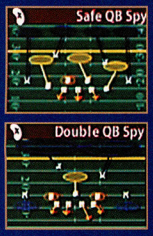
Defensive Audibles
L Button: Defensive Line
R Button: Linebackers
Y Button: Secondary

Defensive Playmaker
C Stick Up: Deep Zone
C Stick Left: QB Spy
C Stick Right: Flat Zone
C Stick Down: Blitz
C Stick Down (x2): QB Contain

USING QB SPIES AND QB CONTRAINS

Madden NFL 2005 boasts multiple QB Spy and Contain plays in the defensive playbook. They're great ways to stop a fast, scrambling quarterback like Michael Vick or Daunte Culpepper.

Balance vs. Risk



Spy and Contain plays work best when you have good pass coverage. If the QB can't find an open receiver, your team has some time to break through the blockers. Don't overcover—if the opponent is using a two-wide-receiver set, there's no need to send eight men downfield.

Single-Player QB Spy Coverage

When you use the Playmaker to drop a linebacker into QB Spy coverage, take control of him and mirror the quarterback's movements as the play develops. If he runs, let him come to you—overpursuit is the easiest way to give up huge yardage.

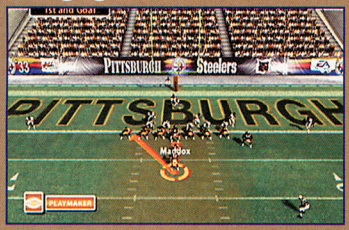
Running to Stand Still

The QB Contain can leave you vulnerable if your offense busts a run up the middle, while the QB Spy can have problems against a wide sweep. Use an audible if you suspect a running play.

OFFENSIVE PLAYMAKER CONTROLS

Defense may win championships, but offense gets points on the board. Use the offensive Playmaker to adjust to an ever-changing defensive scheme.

Changing Directions



If you've selected a running play and the defense is stacking one side of the line, you can press the C Stick in the opposite direction to change the running back's path.

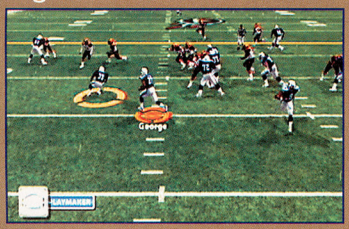
Calling the Hot Route

To call a hot route, press the Y Button then choose the player you want and tap the Control Pad Left, Right, Up or Down to change his route. You can determine hot routes in the Coaching Strategies menu.

Scrambling for Time

When you're looking for someone to throw to, use the C Stick to make your receivers run in certain directions in an attempt to get open.

Lay the Defender Low



When you're running with the ball, you can press the C Stick and direct the lead blocker into the defender of your choice. It's a great way to open holes or take down a pesky safety during a big play.

SMASHMOUTH FOOTBALL

If you aren't familiar with football offenses, head straight for the Football 101 section of the Game Modes menu. If you already know your fullbacks from your free safeties, the following tips will help you create a gridiron juggernaut.

Establish the Running Game

In addition to gaining yardage, a good running game will eat time off the clock. If you can get the run going, it will also force the defense to place more men in the box, letting your receivers exploit the man-on-man coverage.

Play-Action Passing

Another advantage of a good running game is that it gives you the ability to use play action (a play in which you pretend to hand off the ball, but actually keep it to pass). Use play action in short-yardage situations to find open receivers.

Trick the Tricksters

Your defensive opponents do a pretty solid job of guessing your plays. To escape a loss of yardage, use audibles to switch up plays on the fly. You can set offensive audibles in the Coaching Strategies menu.

THE POWER AND THE GLORY

The Madden series is the king of sports games, and Madden NFL 2005 continues the tradition with gusto. Now that calls for a boom!

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DONKEY KONGA™

Nintendo soothes the savage beast with new beats.

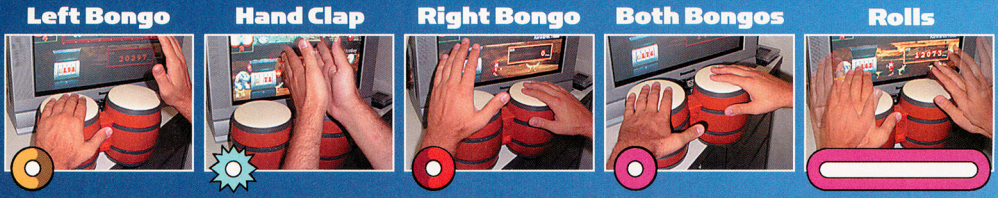
Nintendo has been in the biz of creating great party games for years. Millions of party animals have built up button-mashing prowess by playing the Mario Party series and frantic titles like Super Smash Bros. Melee. Always marching to the beat of its own drum, Nintendo will soon put a new kind of game controller in the hands of rabid partyers: the DK Bongos. All the energy that gamers pour into standard controllers fits hand in glove with the DK Bongos control scheme. Pound the digital skins and clap for the built-in sensor—it's stunning how much gameplay you can squeeze out of such brutal simplicity. The first game to tap into the percussive power, Donkey Konga for Nintendo GameCube, comes complete with a DK Bongo controller. The game's rhythm-action concept starts out basic enough—can you keep the beat?—but soon spirals out of control with curve balls thrown from a variety of party-music eras. You might find that you've got the beat during one tune only to have it slip from your grasp in the next.

Rhythm Is Gonna Get You

There's something *very* '80s about Donkey Konga's tunes—a good fifth of the 33 songs, like Devo's "Whip It" and Queen's "We Will Rock You," hail from the decade when MTV was all videos, all the time. But its selection has much broader appeal, from Blink-182's "All the Small Things" and The Crystal Method's "Busy Child" way back to Brahms's classically insane "Hungarian Dance No. 5 in G Minor." It's a complete party soundtrack, and that's just good game design. Gamers know heavy-rotation pop songs like Blink-182's like the backs of their hands and will keep their rhythms more easily, so Donkey Konga throws musical banana peels into the selections. You'll slide into drumming delirium with frat-house anthems like "Louie Louie," but you'll really feel the heat from Latin-jazz mainstay "Para Los Rumberos," the kind of song that puts the spice into salsa dancing. Some Nintendo classics like the Legend of Zelda theme also get the Latin-jazz treatment—very cool, yet almost too *caliente* to handle.

Brace for Impact

Donkey Konga translates songs into gameplay by sending color-coded drum-and-clap instructions scrolling across the screen. As each icon passes through the target ring on the left side of the screen, the player must perform the correct action with perfect timing to get a Great result. If you're close enough—the game's a *little* forgiving, since many songs race by at a breakneck pace—you'll get an OK result instead. But if you're too far off or you let an icon slip out of your grasp, you'll end up with a Bad or Miss, respectively. Icons that repeat or are elongated demand that the player do a drum roll or clap roll, slapping the skins or clapping as much as possible until the roll ends. You'll get a DK Bongos workout from just a single song.



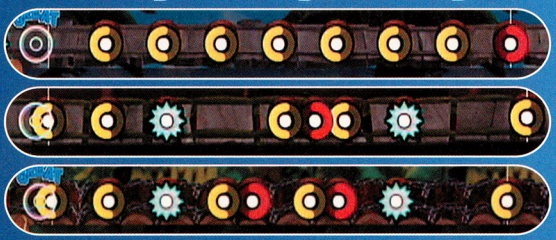
Street Party for One

Though Donkey Konga really flexes its festive muscles with a roomful of gamers, its Street Performance mode provides plenty of raucousness for solo players. In the single-player-only game, you'll hammer away to get DK Coins that you can spend on unlockables, but if you don't keep the beat well enough, you'll get diddly-squat. Street Performance opens up all of its tunes in the first two of its three difficulty levels—Monkey, Chimp and Gorilla—so you'll have 66 challenges immediately, then 33 more later. The mode also stuffs in a Jam variation on all challenges, but you'll need serious memorization skills—all the instructions are invisible.

Even within each difficulty level, the game shows you which tunes throw you for more loops.

The Mighty Mighty Bosstones's "The Impression That I Get" is one of the trickiest Monkey-level songs.

"Busy Child" by Difficulty



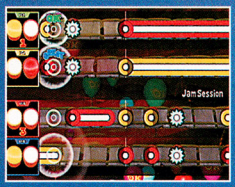
The Crystal Method's "Busy Child" dishes out its electronica at a hypnotic pace that's easy to keep up with at Monkey level—until the end. Then it unleashes a stream of big beats.

"Busy Child" is one of the three hardest songs at Chimp level. The game splices three beats almost on top of each other—hard stuff.

Donkey Konga uses the song's hard-driving techno beats for even more devious challenges s at Gorilla difficulty. You'll need split-second timing to hit the beats just right.

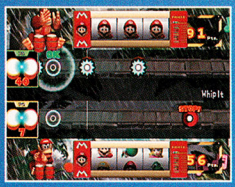
Kick Out the Jams

The three other game modes put Donkey Konga in the party zone—especially Jam Session. In it, up to four players can join in with their own DK Bongos (or with a traditional controller) to play separate tracks during a song. When the NP Krew play-tested Jam Session, the results were deafening, in part because we were all laughing at the chaos. You've got to hear it to believe it.



If you've ever stomped your feet to "We Will Rock You" at a sporting event, you'll have a sense of how loud a Jam Session gets when four drummers play in tandem.

In Challenge mode, a solo or two-player session, you and a partner can make only so many mistakes as you play separate tracks through multiple songs.



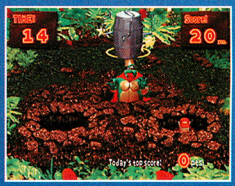
You can play Jam Session and Challenge solo if you don't have a party crew at hand. But you'll need two players for Battle mode, a session filled with sabotage.

Spend Some Coin

By spending DK Coins from Street Performance, you can unlock party favors: Gorilla difficulty for all 33 songs, three minigames and many new sound sets, which each player can use to customize his or her drum. Imagine a four-drummer Jam Session for Devo's "Whip It," played with not only the Whip It set, but also with dog barks, electric drums and laser-fire sounds—pure madness.

By buying new sound sets, such as Latin Percussion or Zelda, you can customize the DK Bongo sounds used during songs.

In the Vs. 100m Vine Climb minigame, Donkey Kong and Diddy go back to basics with DK-Bongo-controlled fruit-hoarding.



You'll give the bongos a good beating in a twist on whack-a-mole that puts Donkey Kong's nemesis, King K. Rool, in the hot seat.

Sounds Like a Smash

The last music-instrument controller that got us this excited was Sega's maraca set for the Dreamcast system. But whereas that dearly departed peripheral was sold separately from its one-and-only US game, the Carnival-inspired Samba de Amigo, the DK Bongo controller comes with Donkey Konga. And judging by two of the titles shown at E3—the critical fave Donkey Kong Jungle Beat and the military-pinball title Odama—Nintendo is in hot pursuit of more ways for players to get the most out of their DK Bongos. Nintendo is also beating the drum for the DK Bongo's potential in the US by sending out a fleet of Donkey Konga demo stations to retailers across the country (check out nintendo.com for locations). With rhythm-action games, the proof is always in the play test: we just can't do this game justice with screenshots. So make a drum run to the demo station nearest you—Donkey Konga is sure to make a lot of noise when it comes out on September 27.

Announced as a 2005 release, Donkey Kong Jungle Beat is tying the DK Bongos into the platforming genre's natural rhythms to make a percussive impact.

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Violence

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

TALES OF SYMPHONIA RECIPES—PAGE 88

This month we've got all kinds of goodies for two of the summer's hottest GCN titles. First we'll show you how to unlock all of the secrets in Mega Man Anniversary Collection, including both arcade games. Then we'll reveal every compound Unison Attack in Tales of Symphonia, as well as the locations of all 24 recipes. For more in-depth information on Tales, visit www.nintendo.com.

MEGA MAN ANNIVERSARY COLLECTION GCN

TALES OF SYMPHONIA GCN

MEGA MAN ANNIVERSARY COLLECTION GCN

ANNIVERSARY PRESENTS

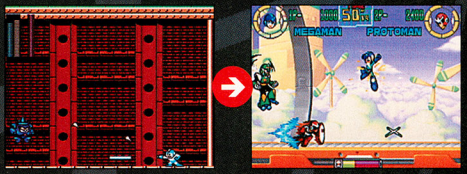
SECRETS

CELEBRATE THE BLUE BOMBER'S BIRTHDAY WITH TONS OF UNLOCKABLES.

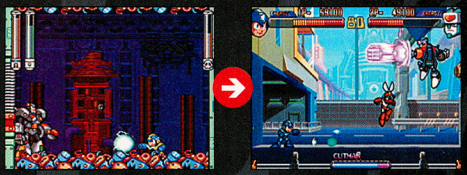
Capcom's classic Mega Man titles are some of the most challenging games ever made, and your hard work will be rewarded in Mega Man Anniversary Collection for GCN. Meeting certain objectives will unlock a bevy of great Mega Man extras, as detailed on this page. Earning all of them should keep you busy for the rest of the summer.

ARCADE GAMES

The "?" doors on the game-select screen represent two never-before-released Mega Man arcade games. You can unlock them by defeating Needle Man in Mega Man 3 and Junk Man in Mega Man 7.



To vanquish Needle Man and unlock Mega Man: The Power Battle, stay as far away from the boss as possible and blast him with the Gemini Laser (which, of course, you can obtain from Gemini Man).



You'll unlock Mega Man 2: The Power Fighters when you trash Junk Man in Mega Man 7. The easiest way to go about that is to use the Thunder Bolt won from Cloud Man.

ART, MUSIC AND MORE

In addition to the two arcade games, you can unlock a host of other secrets, including three sets of concept art, remixed music and an interview with series creator Keiji Inafune. After you complete one of the requirements listed below, wait for the game to save, then return to the main menu and enter the Secrets door to view your prize. The final eight entries on the list are music tracks.

UNLOCKABLE	REQUIREMENT
ATOMIC PLANET CREDITS	DEFEAT ELECMAN (MEGA MAN)
PICTURE SET 1	DEFEAT METAL MAN (MEGA MAN 2)
PICTURE SET 2	DEFEAT SKULL MAN (MEGA MAN 4)
PICTURE SET 3	COMPLETE MEGA MAN 8
KEIJI INAFUNE INTERVIEW	REACH WILY'S TOWER IN MEGA MAN 8
HOMAGE TO MEGA MAN	DEFEAT CRASH MAN (MEGA MAN 2)
WILY VS. BASS	DEFEAT DRILL MAN (MEGA MAN 4)
PLANT MAN	DEFEAT PLANT MAN (MEGA MAN 6)
SELECT JUNGLE	DEFEAT SLASH MAN (MEGA MAN 7)
MEGA MAN'S DRUM AND BASS	DEFEAT CLOWN MAN (MEGA MAN 8)
WILY'S REVENGE	COMPLETE MEGA MAN 2
PROTOMAN	COMPLETE MEGA MAN 4
MEGA MAN RADIO CUT	COMPLETE MEGA MAN 7

Some of the bonus materials (the interview with Keiji Inafune) are decidedly more interesting than others (the credits for Atomic Planet, the team responsible for porting the games to GCN).

STAND UNITED

STRATEGY

UNLEASH EVERY COMPOUND UNISON ATTACK IN THE GAME.

Combining certain techniques will activate a special Unison Attack, as illustrated in the chart here. If you combine Presea's Devastation with Colette's Pow Hammer, for instance, you'll execute the Pow Devastation Unison Attack. You must use only techniques that are adjacent to each other on the chart. Devastation and Pow Pow Hammer won't work, for example.

UNISON ATTACK	TECHNIQUE 1	TECHNIQUE 2
CROSS THRUST	SONIC THRUST (LLOYD, ZELOS OR KRATOS)	SONIC THRUST (LLOYD, ZELOS OR KRATOS)
	HURRICANE THRUST (LLOYD, ZELOS OR KRATOS)	HURRICANE THRUST (LLOYD, ZELOS OR KRATOS)
	SUPER SONIC THRUST (LLOYD, ZELOS OR KRATOS)	SUPER SONIC THRUST (LLOYD, ZELOS OR KRATOS)
POW DEVASTATION	DEVASTATION (PRESEA)	POW HAMMER (COLETTE)
	FINITE DEVASTATION (PRESEA)	POW POW HAMMER (COLETTE)
	MASS DEVASTATION (PRESEA)	POW POW HAMMER (COLETTE)
	FINITE DEVASTATION (PRESEA)	HAMMER RAIN (COLETTE)
	MASS DEVASTATION (PRESEA)	HAMMER RAIN (COLETTE)
POW SPEAR	LIGHT SPEAR (ZELOS OR KRATOS)	POW HAMMER (COLETTE)
	VICTORY LIGHT SPEAR (ZELOS OR KRATOS)	POW POW HAMMER (COLETTE)
	LIGHT SPEAR CANNON (ZELOS OR KRATOS)	POW POW HAMMER (COLETTE)
	VICTORY LIGHT SPEAR (ZELOS OR KRATOS)	HAMMER RAIN (COLETTE)
	LIGHT SPEAR CANNON (ZELOS OR KRATOS)	HAMMER RAIN (COLETTE)
POW BLADE	TIGER BLADE (LLOYD)	POW HAMMER (COLETTE)
	TIGER RAGE (LLOYD)	POW POW HAMMER (COLETTE)
	HEAVY TIGER BLADE (LLOYD)	POW POW HAMMER (COLETTE)
	TWIN TIGER BLADE (LLOYD)	HAMMER RAIN (COLETTE)
MIRAGE THRUST	MIRAGE SEAL (SHEENA)	SONIC THRUST (LLOYD, ZELOS OR KRATOS)
	MIRAGE SEAL PINION (SHEENA)	HURRICANE THRUST (LLOYD, ZELOS OR KRATOS)
	MIRAGE SEAL ABSOLUTE (SHEENA)	SUPER SONIC THRUST (LLOYD, ZELOS OR KRATOS)
DARK SERPENT	SERPENT SEAL (SHEENA)	SONIC THRUST (LLOYD, ZELOS OR KRATOS)
	SERPENT SEAL PINION (SHEENA)	HURRICANE THRUST (LLOYD, ZELOS OR KRATOS)
	SERPENT SEAL ABSOLUTE (SHEENA)	SUPER SONIC THRUST (LLOYD, ZELOS OR KRATOS)
PHOTON BLAST	PHOTON (RAINE)	RING WHIRLWIND (COLETTE)
	PHOTON (RAINE)	RING CYCLONE (COLETTE)
	PHOTON (RAINE)	WHIRLWIND RUSH (COLETTE)
LIGHTNING TIGER BLADE	TIGER BLADE (LLOYD)	LIGHTNING (GENIS, ZELOS OR KRATOS)
	TIGER RAGE (LLOYD)	THUNDER BLADE (GENIS, ZELOS OR KRATOS)
	TIGER RAGE (LLOYD)	SPARK WAVE (GENIS)
	HEAVY TIGER BLADE (LLOYD)	THUNDER BLADE (GENIS, ZELOS OR KRATOS)
	HEAVY TIGER BLADE (LLOYD)	SPARK WAVE (GENIS)
	TWIN TIGER BLADE (LLOYD)	INDIGNATION (GENIS)
PHOTON TEMPEST	PHOTON (RAINE)	TEMPEST (LLOYD)
	PHOTON (RAINE)	OMEGA TEMPEST (LLOYD)
	PHOTON (RAINE)	PSI TEMPEST (LLOYD)
THUNDER TIGER BLADE	TIGER BLADE (LLOYD)	LIGHTNING BLADE (ZELOS OR KRATOS)
	TIGER RAGE (LLOYD)	LIGHTNING BLADE (ZELOS OR KRATOS)
	HEAVY TIGER BLADE (LLOYD)	LIGHTNING BLADE (ZELOS OR KRATOS)
	TWIN TIGER BLADE (LLOYD)	SUPER LIGHTNING BLADE (ZELOS OR KRATOS)
	DEMONIC TIGER BLADE (LLOYD)	SUPER LIGHTNING BLADE (ZELOS OR KRATOS)
ARCH WIND	PUNISHMENT (PRESEA)	HELL PYRE (ZELOS OR KRATOS)
	DUAL PUNISHMENT (PRESEA)	HELL PYRE (ZELOS OR KRATOS)
	FINALITY PUNISHMENT (PRESEA)	HELL PYRE (ZELOS OR KRATOS)
	RISING PUNISHMENT (PRESEA)	HELL PYRE (ZELOS OR KRATOS)
LIGHTNING PUNISHMENT	PUNISHMENT (PRESEA)	LIGHTNING (GENIS, ZELOS OR KRATOS)
	DUAL PUNISHMENT (PRESEA)	THUNDER BLADE (GENIS, ZELOS OR KRATOS)
	FINALITY PUNISHMENT (PRESEA)	SPARK WAVE (GENIS)
	RISING PUNISHMENT (PRESEA)	INDIGNATION (GENIS)

UNISON ATTACK	TECHNIQUE 1	TECHNIQUE 2
FIERY BEAST	BEAST (LLOYD)	ERUPTION (GENIS, ZELOS OR KRATOS)
	BEAST (LLOYD)	FLAME LANCE (GENIS)
	RAGING BEAST (LLOYD	EXPLOSION (GENIS)
	HUNTING BEAST (LLOYD)	EXPLOSION (GENIS)
STARDUST RAIN	HAMMER RAIN (COLETTE)	SWORN RAIN: ALPHA (LLOYD)
	HAMMER RAIN (COLETTE)	SONIC SWORD RAIN (LLOYD)
MJOLLNIR	POW HAMMER (COLETTE)	LIGHTNING (GENIS, ZELOS OR KRATOS)
	POW POW HAMMER (COLETTE)	THUNDER BLADE (GENIS, ZELOS OR KRATOS)
	POW POW HAMMER (COLETTE)	SPARK WAVE (GENIS)
	HAMMER RAIN (COLETTE)	INDIGNATION (GENIS)
PRISM STARS	RAY (RAINE)	EXPLOSION (GENIS)
	RAY (RAINE)	TIDAL WAVE (GENIS)
	RAY (RAINE)	CYCLONE (GENIS)
	RAY (RAINE)	INDIGNATION (GENIS)
	RAY (RAINE)	GROUND DASHER (GENIS)
PLASMA BLADE	PHOTON (RAINE)	LIGHTNING BLADE (ZELOS OR KRATOS)
	PHOTON (RAINE)	SUPER LIGHTNING BLADE (ZELOS OR KRATOS)
POWER THRUST	POWER SEAL (SHEENA)	SONIC THRUST (LLOYD, ZELOS OR KRATOS)
	POWER SEAL PINION (SHEENA)	HURRICANE THRUST (LLOYD, ZELOS OR KRATOS)
	POWER SEAL ABSOLUTE (SHEENA)	SUPER SONIC THRUST (LLOYD, ZELOS OR KRATOS)

▼ WHAT'S COOKIN'?

STRATEGY

EXPAND YOUR PARTY'S COOKBOOK WITH EVERY RECIPE IN THE GAME.

Search for the object listed next to each location on the chart below to find the Wonder Chef and earn the corresponding recipe. (You'll receive the spaghetti recipe, for example, if you examine the huge pumpkin in Altamira.) To obtain the final three recipes on the list, Regal must be the party leader and the Heimdall must be destroyed.

RECIPE	REQUIRED INGREDIENTS	LOCATION
SANDWICH	BREAD-TYPE FOOD	DEFAULT
RISOTTO	RICE-TYPE FOOD, CHEESE	HIMA — TEA KETTLE
RAMEN	PANYAN NOODLES, BLACK SATAY, SEAWEED	IGAGURI — OKAMOCHI
SPAGHETTI	NOODLE-TYPE FOOD, ONION, TOMATO	ALTAMIRA — HUGE PUMPKIN
CABBAGE ROLL	CABBAGE, PORK	TRIET — TURTLE SHELL LAMP
FRUIT COCKTAIL	ANY FRUIT x2	MELTOKIO — PRESENT
TENDERLOIN	MEAT-TYPE FOOD, ONION, TOMATO	OZETTE — MACAW
SHORTCAKE	ANY FRUIT, EGG, MILK	EXIRE — RHEIARD MODEL
RICE BALL	RICE-TYPE FOOD	IZOOLD — PELICAN CARVING
FRIED RICE	RICE-TYPE FOOD, EGG	SYBACK — BOOKCASE
CURRY	RICE-TYPE FOOD, ONION, RED SATAY	ALTESSA'S HOUSE
MISO STEW	MISO, KELP, EGG	DIRK'S HOUSE — FIREBIRD CARVING
OMELETTE	RICE-TYPE FOOD, EGG	PALMACOSTA — BALL BASKET
STEAK	MEAT-TYPE FOOD, ONION	MELTOKIO — GOOD-LUCK CAT
QUICHE	EGG, MEAT-TYPE FOOD	FLANOIR — WOOD BLOCK
CREAM STEW	MILK, ONION, CARROT	HEIMDALL — BILLBOARD
MEAT STEW	MEAT-TYPE FOOD, KELP	ASGARD — PHONOGRAPH
SEAFOOD STEW	FISH-TYPE FOOD, KELP	LUIN — HUGE PIG-BAT
GRATIN	CHEESE, PASTA, MILK	OZETTE (AFTER DESTRUCTION) — BEAR CARVING
PESCATORE	PASTA, FISH-TYPE FOOD, TOMATO	HERB DUNGEON — TURTLE-RABBIT
BEEF STEW	ANY MEAT, TOMATO, PURPLE SATAY	MELTOKIO (IRON CHEF SUBSCENARIO)
PORK CUTLET	PORK, BREAD-TYPE FOOD, EGG	HOUSE OF GUIDANCE — CHEF
POTATO SALAD	POTATO, ANY VEGETABLE, PURPLE SATAY	HOUSE OF GUIDANCE — CHEF
PAELLA	RICE-TYPE FOOD, ANY FISH, PURPLE SATAY	ASGARD — CHEF

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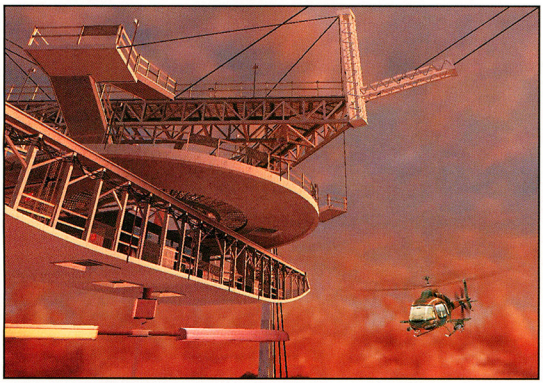
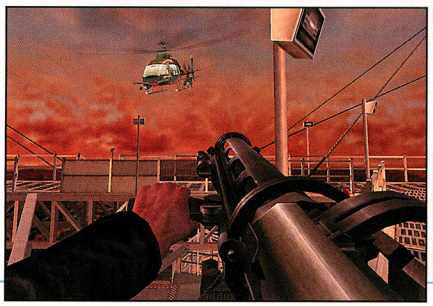
Power Previews

Electronic Arts recently invited the press to the company's headquarters in Redwood City, CA, to spend some hands-on time with its upcoming lineup. Everyone came away impressed with what EA showed, both in terms of the games' quality and the unusual breadth of the publisher's portfolio. No matter what you fancy, there was something on display that's sure to pique your interest in the coming months. Let's take a look at some of the highlights.

GoldenEye: Rogue Agent





Crafting the pseudo-sequel to one of the most popular first-person shooters of all time, the Rogue Agent team at Electronic Arts is well aware of what gamers expect from the GoldenEye name. Their desire to create the best pure shooter of this generation is what initially inspired them to go with a rogue MI6 agent as the game's protagonist, rather than Mr. Bond. While 007's games continue to evolve in a more spy-oriented direction, the brutal antihero at the center of Rogue Agent allows the team to return to the run-'n'-gun action of the Nintendo 64 classic.

Which isn't to say the game feels antiquated. On the contrary: the enemy AI, for instance, is far more sophisticated than that of its predecessors. Your opponents will take full advantage of the environment (ducking behind cover when they spot you) and communicate with each other to work as a team. And nothing is scripted—everything they do is based on what they see in real time. To help even the odds, your character utilizes a synthetic eye given to him by his new employer, Auric Goldfinger. You can use the eye to see through walls, create a distortion field that shields you from harm, enhance your physical strength to send enemies flying with a single punch, and activate a magnetic field that prevents your opponents' weapons from firing. You'll have to use the powers in concert with the heavy arsenal of firearms at your disposal to survive the likes of Dr. No, Oddjob and Xenia Onatopp. Rene Morel (*Final Fantasy: The Spirits Within*) created the character models for all of the game's infamous Bond villains, and Sir Ken Adam, the Academy Award-winning visionary behind the look of the Bond films, is overseeing production design.

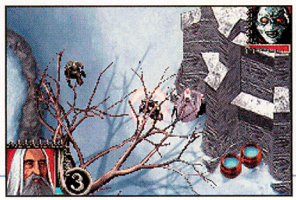
THE LORD OF THE RINGS: THE THIRD AGE

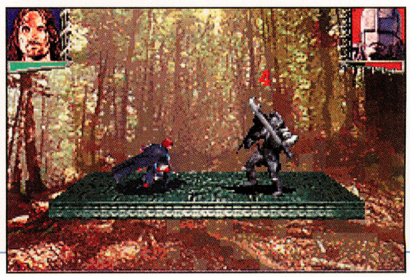
As EA's massive Lord of the Rings RPG builds toward its November release, so does our anticipation for the game. The film-inspired quest borrows elements from some of the most revered titles in the genre and wraps them in the incredible production values we've come to expect from all things Middle-earth. Final Fantasy devotees will feel right at home with the turn-based battle system, which places a welcome focus on strategy. An initiative bar on the right-hand side of the screen displays the turn order for you and your opponents so that you can formulate the best plan of attack. Your fellowship consists of six relatively unknown characters from Tolkien's story, and although only three can fight at a time (four if you're joined by a "guest star" like Gandalf or Aragorn), you can switch them in and out in the heat of battle. At the end of each encounter, you'll receive skill points that you can allocate to various abilities, customizing your characters as you see fit.

Tolkien purists might balk at having peripheral characters fighting alongside Gandalf against the Balrog in the Mines of Moria, but there's no denying that it makes for a pretty compelling video game experience. And the hard-core fans will love the Story Cards hidden throughout the game. Each one unlocks a short video narrated by Sir Ian McKellen or Andy Serkis that expands on the rich history of Middle-earth and its inhabitants beyond what was seen in the films.

THE LORD OF THE RINGS: THE THIRD AGE—GBA

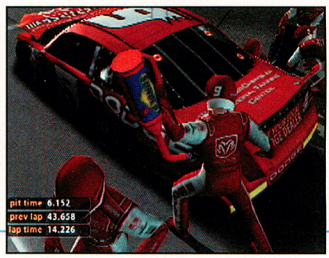
The Lord of the Rings: The Third Age is also coming to the GBA in the form of a turn-based strategy-RPG that bears more than a passing resemblance to Fire Emblem. You'll play as one of six generals—Aragorn, Elrond, Gandalf, Sauron, Saruman or the Mouth of Sauron—and lead your forces in epic conflicts throughout Middle-earth. The battlefields are divided into three flanks to add a bit more depth to the proceedings, and special characters such as Treebeard will occasionally join in on the fight.



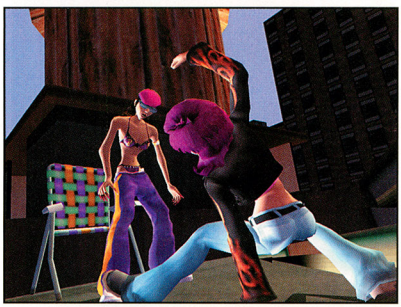


NASCAR 2005: Chase for the Cup

This year's NASCAR offering from EA streaks by with a few radical changes. Gone is the "Thunder" portion of the title, though this game has all the sound and fury of a dialed-in big block. The career mode, titled Fight to the Top, drops you in the seat of an avid fan's muscle car. Through a chance street encounter with NASCAR star Ryan Newman, your climb to stardom starts in the Featherlite Modified Series. As your career advances, you'll field contracts to compete in the Craftsman Truck, National and Nextel series. While drafting with the big boys, aggro-fueled lane junkies can employ the all-new Intimidator function to force mistakes and bump opponents off course. If you make too many enemies on the track, you'll be branded a villain; responsible drivers can form alliances with competitors who might block their enemies from bashing them into the grandstand. Your agent will even buzz you on the cell to give you helpful tips. With scores of unlockables, numerous race modes (including Race Now for those on the go) and more drama than a wrestling match, Chase for the Cup looks to be right on track.

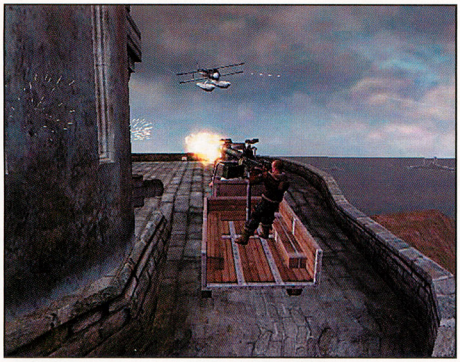


The Urbz: Sims in the City



After a successful run in the 'burbs, the Sims are finally moving downtown where it's all about reputation. The City is divided into nine districts, each with its own subculture, gear and social interactions, but to gain access to the unique VIP area in each neighborhood, you'll have to become the biggest player on the block. In addition to this radical stylistic change, The Urbz features a streamlined interface, improved graphics engine and deeper character-creation options. You'll also have direct control over your Urbz on the job: you'll compete in a variety of minigames (such as preparing sushi or packaging pet weasels) to earn extra Simoleans and gain access to power socials—extravagant interactions that allow you to build your reputation quickly. The Urbz: Sims in the City will include extensive connectivity with its GBA counterpart, and though details have yet to be revealed, EA has also announced a Nintendo DS version of the game.

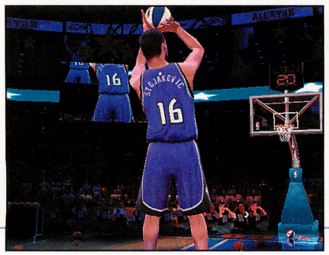
TIMESPLITTERS: FUTURE PERFECT



Continuing the story of the first two games, TimeSplitters: Future Perfect puts you back in the role of Cortez as he chases a mystery foe across different time periods to trace the origins of the TimeSplitters. Your greatest ally as you travel through time will be yourself—you'll team up with past and future versions of your character at key moments in the game. As you're battling enemies on a train, for example, your future self will provide cover fire from a gun turret on an adjacent car. Later on, you'll become that Cortez of the future, and you'll have to man the turret to protect your past self and avoid a time paradox. It's a clever mechanic that makes the single-player game quite a bit more intriguing than its predecessors. You'll also get your hands on lots of new weapons and gadgets, including a Gravity Watch that enables you to manipulate objects in the environment. (You can pick up a crate, for instance, and hurl it at your foes.) And as fans of the series have come to expect, Future Perfect will feature four-player split-screen action and more unlockables than you can shake a monkey at.

NBA LIVE 2005

After making substantial improvements to the five-on-five game last year, this year the NBA Live team is focusing on re-creating the All-Star Weekend experience. At the top of the list, of course, is the slam-dunk contest. An all-new system that combines C Stick movements with carefully timed button presses allows you to perform over 26,000 different dunks, and EA's new animation-blending technology will make you look as smooth as Dr. J as you throw it down. All of the festivities, which also include the three-point contest and the rookie, sophomore and All-Star games, are full of commentary from the NBA on TNT announcers. (Marv Albert and Mike Fratello still handle the regular-season duties.) The more-traditional b-ball fan will appreciate the game's new 10-man motion-capture technology, which allows for authentic plant-and-cut animations, as well as off-the-ball movements that make for better spacing and eliminate the on-court crowding that plagues most basketball sims. You'll also have more control over boxing out and adjusting your shot in midair.



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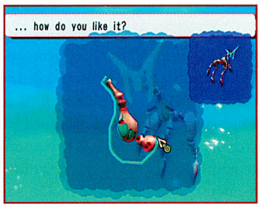
Young Frankenstein

Co-developed by Sega and Ancient (the company behind the cult classics Beyond Oasis for the Sega Genesis and Legend of Oasis for the Sega Saturn), Amazing Island gives you the power to bring your imagination to life. You'll design any creature you can think of with the game's remarkably robust monster-creation engine, then compete in a variety of minigames to test your brainchild's mettle.

Building a Framework



When you arrive on the island, you'll create your first monster by answering a series of questions. You can draw subsequent monsters yourself, however. You'll choose a frame (such as a dragon-type or dog-type), then use the analog Control Pad to draw your creature's head, body, arms, legs and, if applicable, ears and tail.

Choosing the Right Look

Once you've given life to your creation, you can modify its appearance by choosing one of the available patterns (pastel, metallic, etc.) and picking a color. Changing the way your monster looks can also affect its elemental attribute (fire, wind and so on.).

Applying the Finishing Touches

You can also choose different eyes for your monster, alter its voice and outfit it with up to eight accessories, including wings, claws and various oddities such as eyebrows and beaks (just in case you want to make Donald Duck). When you're finished, you'll have to name your creation and take a "foto" of it to link its soul to yours.

ACCESSORIES CAN MAKE ALL THE DIFFERENCE

In addition to making your creature look more impressive (or more bizarre), some accessories can aid it during certain minigames. Wings, for instance, will enable your monster to jump higher. Experiment with different accoutrements to improve your scores in each event.

Monster Mash

A great demon known as the Black Evil threatens Amazing Island's very existence. Your monsters must compete in a series of minigames and defeat the demon's Evilings to win the powerful Vision Orbs that are capable of purging the scourge from the once-peaceful isle.

POTIONS TO PRIME YOUR PARTNER

Before a minigame, you'll have the opportunity to use a potion that can boost one of your monster's attributes temporarily. The chart on this page illustrates which type of potion is the most effective for each event.

POWER | SPEED | MENTAL | STAMINA

Beginner Course - 4 Rounds

The beginner course consists of only four minigames, which you'll tackle in the following order.

Jungle Dash (Speed) — **Waterskip Slider** (Power) — **Spin Break** (Power) — **Stone Spire Smash** (Stamina)

Intermediate Course - 5 Rounds

The intermediate course forks after the second event (Basket Barrage). You must play through both routes to unlock the advanced course.

Seaside Sparklies (Speed) — **Basket Barrage** (Mental)

LEFT PATH:	**Waterskip Crusher** (Power)	**Catapult Craze** (Power)	**Sky Shooter** (Power)
RIGHT PATH:	**Stonehead Swap** (Speed)	**Bomber Bowl** (Speed)	**Battle Blast** (Power)

Advanced Course - 6 Rounds

The Advanced Course forks twice: once after the second event and again following the fourth event. To acquire the four remaining Vision Orbs, you must complete all four routes. The events are similar enough to those in previous courses that you should be able to figure out which potions to use.

Eviling Volley

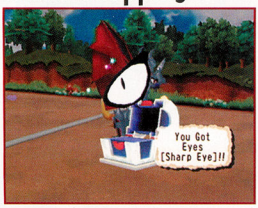
In every course, you'll face off against one or more of the Black Evil's minions in an Eviling Volley at the end of each route. If you emerge victorious, you'll be rewarded with a Vision Orb.

The number of opponents you'll face increases with each subsequent course. Alternate between targets and vary the speed of your volleys to overcome the odds.

The Fruits of Your Labor

At the end of each event, you'll receive a bronze, silver or gold chest, depending on your score. Bronze chests contain potions, silver chests hold accessories and gold chests bear Monster Cards (more on those in a bit). You can play an event more than once to reap multiple rewards.

Island Shopping

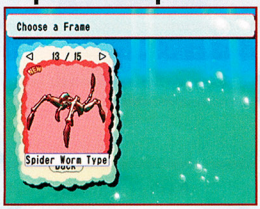


In addition to a treasure chest, you'll receive a monetary reward (again, dependent on your score) at the completion of each event. You can use that currency at the island's shops to purchase more potions, as well as new patterns, eyes and accessories. A new shop will open whenever you complete a course for the first time.

Building a Better Creature

The minigames are fun, Mario Party-esque diversions, but the main reason you'll keep playing them is to unlock new customization options. In addition to accessories, you'll earn extra frames and even new creation utilities (such as the option to paint individual body parts).

Expanded Capabilities



Frames are the foundations for your monsters, and you'll obtain an additional frame every time you complete a course. There are over a dozen frames in all, each of which provides a wealth of possibilities. You'll unlock supplementary creation tools by reaching certain milestones in the game.

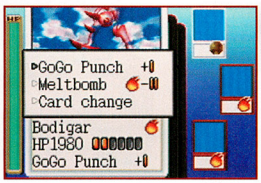
Endless Possibilities

With hundreds of tools, accessories and patterns to unlock, the range of distinct monsters you can create is virtually limitless. Whether it's a childhood favorite (such as heroic Autobot leader Optimus Prime) or a product of your imagination, you'll be able to realize it on screen.

King of the Monsters

Aside from when you're whipping up novel creations, Amazing Island is the most fun when you're playing with a friend. You can pit your monsters against each other in any of the minigames you've completed, or transfer your creatures to a pair of GBAs and duke it out in a simple card battle.

Monster Cards



Using a Nintendo GameCube Game Boy Advance Cable, you can transfer up to three of your creatures to a GBA in the form of Monster Cards. You can then engage in a card battle against the CPU or a friend. You'll earn rewards that you can transfer back to the GCN, including accessories that you won't be able to obtain any other way.

Wish You Were Here...

Amazing Island is similar to titles such as Mario Paint in its heavy reliance on the player's creativity. It's like having a bottomless toy box in your GCN.

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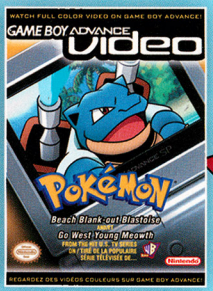

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7. Amazing Island
8. Astro Boy: Omega Factor

D. What was your favorite preview or special feature in this issue?
1. The Five Powers of Second Sight 2. SRS: Street Racing Syndicate
3. Donkey Konga 4. NASCAR 2005: Chase for the Cup
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1. Always 2. Often 3. Seldom 4. Never

H. What gameplay sampling method do you use most often?
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4. I don't sample games

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2. It allows multiplayer gameplay
3. It allows multiuser communication
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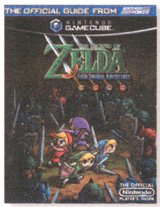

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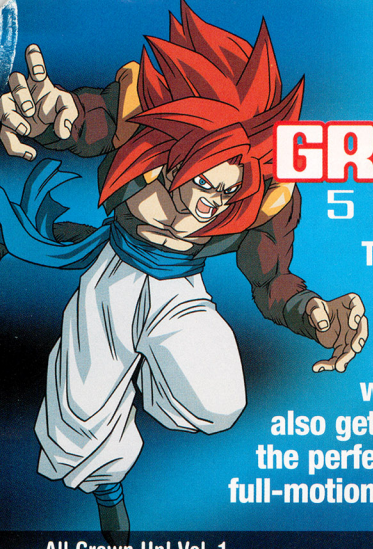

GRAND PRIZE
5 Winners

The Game Boy Advance Video library keeps getting bigger, and you'll have many hours of animated series at hand with the 20 Paks below. You'll also get a Game Boy Advance SP—the perfect platform for full-color, full-motion video playback!

- All Grown Up! Vol. 1
- Cartoon Network Collection Vol. 1
- Codename: Kids Next Door Vol. 1
- Dragon Ball GT Vol. 1
- Dora the Explorer Vol. 1
- Nicktoons Collection Vol. 1
- Nicktoons Collection Vol. 2
- Pokémon—Beach Blank-out Blastoise
- Pokémon—For Ho-Oh the Bells Toll!
- Pokémon—I Choose You!
- Pokémon—Johto Photo Finish
- Sonic X Vol. 1
- SpongeBob SquarePants Vol. 1
- SpongeBob SquarePants Vol .2
- Strawberry Shortcake
- Teenage Mutant Ninja Turtles Vol. 1
- The Adventures of Jimmy Neutron Boy Genius Vol. 1
- The Fairly OddParents! Vol. 1
- The Fairly OddParents! Vol. 2
- Yu-Gi-Oh! Vol. 1

2ND PRIZE
25 Winners

Blast into action with your copy of Dragon Ball GT Vol. 1. Super Sayan superfans, unite!

3RD PRIZE
50 Winners

Raise your wardrobe to unprecedented power levels with NP's official 2004 T-shirt.

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

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NINTENDO POWER
PLAYER'S POLL VOL. 184
P.O. BOX 97062
REDMOND, WA 98073-9762

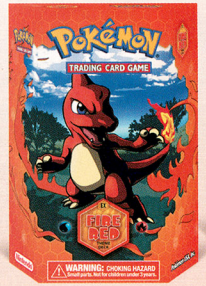
One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 10/1/04 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 10/15/04, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 11/15/04. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 80 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 11/15/04) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Five (5) Grand Prize winners will each receive a Game Boy Advance SP video game system and the following Game Boy Advance Videos: All Grown Up! Vol. 1, Cartoon Network Collection Vol. 1, Codename: Kids Next Door Vol. 1, Dragon Ball GT Vol. 1, Dora the Explorer Vol. 1, Nicktoons Collection Vol. 1, Nicktoons Collection Vol. 2, Pokémon—Beach Blank-out Blastoise, Pokémon—For Ho-Oh the Bells Toll!, Pokémon—Johto Photo Finish, Pokémon—I Choose You!, Sonic X Vol. 1, SpongeBob SquarePants Vol. 1, SpongeBob SquarePants Vol. 2, Strawberry Shortcake, Teenage Mutant Ninja Turtles Vol. 2, The Adventures of Jimmy Neutron boy Genius Vol. 1, The Fairly OddParents! Vol. 1, The Fairly OddParents! Vol. 2, Yu-Gi-Oh! Vol. 1. Approximate Retail Value (ARV) of Grand prize package is $500.00 each. Second Prizes: Twenty-five (25) Second Prize winners will each receive a Dragon Ball GT Game Boy Advance Video for Game Boy Advance. ARV: $20.00 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2004 by Nintendo of America

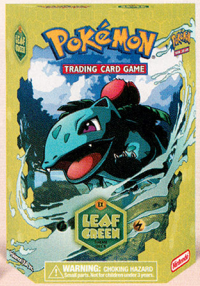
Pokécenter

This month, Kanto's Pokémon are taking the TCG by storm. And one Pokémon Colosseum team proves that a simple strategy is often best.

TCG RETURNS TO ITS ROOTS

Pokémon TCG Trainers may remember a time, long before the days of Hoenn and Johto, when Kanto Pokémon ruled the TCG scene. Pokémon such as Charizard, Venusaur and Blastoise were some of the most powerful and coveted. On August 30th, Pokémon TCG: EX FireRed and LeafGreen will usher in the return of the Kanto Pokémon! The sixth TCG expansion in the EX series features many Pokémon and Trainers you'll also find in Pokémon FireRed and LeafGreen for the GBA. The EX FireRed and LeafGreen preconstructed decks contain a well-balanced mix of Pokémon types, with a focus on the deck's signature type (Fire-types and Grass-types, respectively). You may recognize some of the EX FireRed and LeafGreen Pokémon, but don't be fooled—the Kanto Pokémon have learned some wicked moves since their debut years ago. Who said you can't teach an old Pokémon new tricks?





Supporter cards, such as EX FireRed and LeafGreen's Celio's Network, are some of the most powerful Trainer cards in the game. EX FireRed and LeafGreen will implement a new rule that adds an extra limitation to Supporter cards—during the first turn of a TCG match, the Trainer who goes first can't play a Supporter card.

EX FireRed and LeafGreen's Pokémon possess amazing new Poké-Body and Poké-Power abilities. Pidgeot's Quick Search Poké-Power, for example, allows you to select one card from your deck each turn and put it into your hand. How cool is *that*?

Snorlax's new moves and Rest Up Poké-Body ability create a mean combination Snorlax is able to heal itself while attacking. When it comes to kicking back while kicking butt, Snorlax is the undisputed champ.

Three of Kanto's most famous heavy hitters are back—bigger and better than ever. Charizard ex, Blastoise ex and Venusaur ex all possess incredibly high HP and attack power, making them must-have additions to any TCG deck. As if that weren't enough incentive to get your hands on these cards, check out those Energy-manipulating Poké-Power and Poké-Body abilities! Charizard ex's Energy Flame Poké-Body ability allows it to use any energy type—sweet! You'll find these cards and more in the Pokémon EX FireRed and LeafGreen booster packs, also due out on August 30th.

Under Stadium
Level 50: Single Battle

Matt I. from California claims that his Pokémon team could win almost any Single or Double Battle. At first glance, his team may look like it focuses on brute strength, but take another look. Matt has optimized his team by covering its weaknesses cleverly—his Pokémon possess a wide range of attack types, resulting in a highly versatile and adaptable team. We decided to pit his team against Under Stadium's hard-core crew. He blazed through the Trainers with ease, but will he fare as well in the final round against Roblin's unpredictable team?

TRAINER MATT'S POKéMON

SCEPTILE LEVEL 50
Type: Grass
Ability: Overgrow
Held Item: Sitrus Berry
Moves:
Leaf Blade | Dragon Claw
Brick Break | Earthquake

PELIPPER LEVEL 50
Type: Water-Flying
Ability: Keen Eye
Held Item: Nevermeltice
Moves:
Fly | Ice Beam
Steel Wing | Surf

XATU LEVEL 50
Type: Psychic-Flying
Ability: Early Bird
Held Item: Sharp Beak
Moves:
Fly | Rest
Confuse Ray | Psychic

SOLROCK LEVEL 50
Type: Rock-Psychic
Ability: Levitate
Held Item: King's Rock
Moves:
Psychic | Solarbeam
Flamethrower | Rock Slide

ZANGOOSE LEVEL 50
Type: Normal
Ability: Immunity
Held Item: Magnet
Moves:
Strength | Swords Dance
Shadow Ball | Thunderbolt

GROUDON LEVEL 50
Type: Ground
Ability: Drought
Held Item: Leftovers
Moves:
Solarbeam | Earthquake
Rest | Flamethrower

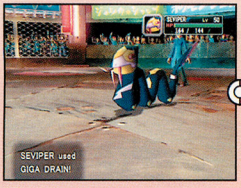
LET THE FIGHT BEGIN!

Roblin's team relies heavily on Rock- and Ground-type moves. We suspected that he'd send out a Rock-type, so we chose Sceptile first.

Our hunch paid off—Roblin tossed out Rock-and-Ground-type Rhydon. Its Megahorn could've trounced our Sceptile, so we had to act quickly.

We unleashed Sceptile's Leaf Blade. The powerful attack was supereffective—it cut down Rhydon in one hit!

Roblin called out Seviper next. We immediately swapped out Sceptile for Solrock—a risky move, but Psychic would trash Seviper if we pulled it off.



We took a risk and got burned. Sometimes big risks pay off, but Roblin saw right through our plan and slammed our Solrock with Giga Drain.

Roblin's Seviper was holding a Scope Lens. The supereffective critical hit was too much for Solrock to take—it fainted before we could use Psychic.

Solrock's fall gave us the next move. It was time to give Roblin a taste of his own medicine—we flattened Seviper with Sceptile's Earthquake.

Roblin sent out his last Pokémon—Armaldo! If Armaldo used Aerial Ace, it would take out our wounded Sceptile, so we called upon Pelipper.

Armaldo's Ancientpower could've spelled trouble for our Pelipper. Instead, Armaldo used Earthquake—Pelipper soared above the tremors.

We blasted Armaldo with Surf, but its Leftovers and solid Special Defense thwarted our efforts. Armaldo retaliated with Ancientpower.

It's crucial to know when to take chances with your team, and when to play it safe. Putting Pelipper up against Armaldo was a risky move, but this time it paid off. Armaldo's Rock-type Ancientpower knocked Pelipper's health down to a critical level, but Pelipper's high Defense kept it from fainting and left it ready to attack. Roblin would be at Pelipper's mercy in the next round!

One more attack would secure our victory. We flooded Armaldo with another round of Surf, and put an end to Roblin's rock-solid team.

The Verdict

We took some daring risks with Matt's team—some worked, others didn't. Despite our gambles, Matt's team prevailed—few teams would have been capable of such a strong comeback. Matt's resourceful crew proved it could stand up to any challenge. Fantastic job, Matt!

SEND IN YOUR SINGLE- AND DOUBLE-BATTLE TEAMS!
Send e-mail to
pokecenter@nintendopower.com

F-ZERO®

GP LEGEND

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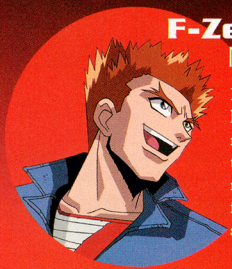
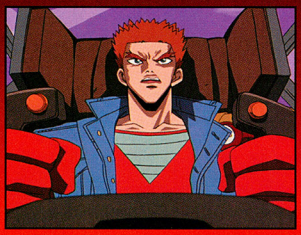
A brash new hero is about to upset the F-Zero status quo. Park it, Captain Falcon.

The impending debut of the *F-Zero—GP Legend* animated series (see breaking details below) has sparked a cyberracing revolution on the Game Boy Advance. Going by the same name as the show, F-Zero—GP Legend pushes the limits of GBA racing, plus brings in the show's cocky cast—including its hero, Rick Wheeler—for a turbo-injection of attitude.



F-Zero Gets Its Due:
New show, new look

Ever since F-Zero debuted in 1991, fans have wanted to get behind the scenes of the racing world and have gleaned what details they could from each game. Soon the animated series *F-Zero—GP Legend*, slated for Fox Box's fall season, will end F-Zero speculation and expose its universe at last.



Rick Wheeler, the show's hero, finds himself a rising star on the F-Zero circuit in the year 2201. It's an alien time for Rick; he was placed into cryogenic suspension after an accident 150 years earlier, and a secret agency in need of his skills as a former police officer has now awakened him.

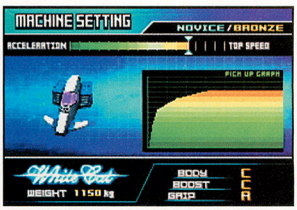
The Racing Engine: More Than an Upgrade

Cyberracing fans got a taste of F-Zero on the GBA in 2001, when F-Zero: Maximum Velocity ranked among the first titles to tap into the GBA's capabilities. Though GP Legend has similarities to that title, the racing gameplay has been radically retooled and is now closer in spirit to F-Zero GX, the eyelid-peeling Nintendo GameCube title. In Maximum Velocity, players got only one turbo boost after each lap, but GP Legend lets you pour on as much fuel as you want after the first lap. Each boost cuts into your machine's energy meter, as does damage from hitting obstacles and smashing into other vehicles. As long as you don't burn out your meter—which you can always recharge with a swift trip through a Pit Area—you can sustain higher speeds for much longer. For cyberracing addicts, who live for high-velocity thrills, the change will be a shocking surprise. The differences from Maximum Velocity (and similarities to the GCN game) don't end there: GP Legend has a fuller fleet of vehicles, adds fender-bending attack power and lets racers tweak their engine output. You'll also feel the heat from increased competition in the new Grand Prix mode, which pits you against 29 other racers.

Like in the Nintendo GameCube game, the ability to use boosts as often as you want tempts you to push your vehicle to its exploding point, making Pit Areas key to survival.

The side attack seen in the GCN game can turn racing into an offensive sport. Two taps of the L or R Button make your machine bash into a competitor to the right or left, respectively.

GP Legend puts you behind the wheel of 34 machines—a few more than even the GCN game's—each with its unique Body, Boost, Grip and Weight stats, plus a dedicated driver.



With added prerace customization, you can tweak your vehicle to push its top speed at the expense of acceleration, or vice versa, which helps you cope with cup variations better.

Course Redirection

Designed for lead-footed players who will be tempted to exploit the retooled boost system, F-Zero—GP Legend lays out its courses to make you feel like you're riding a wild bull—always on the edge of losing your grip. If you reach for higher velocity, you'll have to deal with energy-gutting hazards, like collisions with sidewalls, more frequently. You can play it safe and use boosts only in straightaways, but competitors may leave you in the dust. Still, GP Legend's track hazards make you think twice about going full tilt.

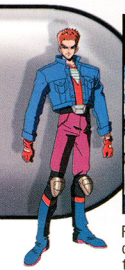
You'll grab lots of extended air from the Jump Plates in GP Legend. On Port Town's Forked Road, you'll have to guide your descent carefully or risk plunging into the abyss.

You'll get the bends from Big Blue's Slip Highway—it's an ocean course with curves so relentless that you might find yourself leaning with GBA in hand. (Good driving works better.)

The series will shift gears between life on and off the F-Zero circuit by splicing CGI with hand-drawn anime. In both worlds, Jody Summer is one of F-Zero's biggest movers and shakers. As the leader of the Elite Mobile Task Force, the undercover unit that recruits Rick, Jody pushes her team to bust F-Zero racing corruption.

Story Mode: Big Egos from the TV Series

F-Zero—GP Legend packs in more ways to race than the 2001 GBA title did. Most innovative is Story mode, which follows eight F-Zero characters from the animated series. You'll start by playing hero Rick Wheeler, but you can unlock all of the F-Zero drivers. Their storylines criss-cross throughout the galaxy, and each gives you different challenges during races and fresh perspectives on the plot.



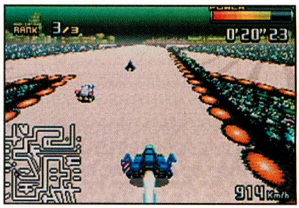
Rick's storyline opens with the F-Zero hero chasing criminal henchman Octoman through the streets of Mute City.

In Rick's first Story-mode challenge, you must race through sprawling city streets—not an F-Zero course—to chase down Octoman.

After you run down Octoman, his boss, Zoda, speeds up to taunt Rick. You can then take on Rick's second challenge—to catch Zoda.

After you catch up with Zoda, you'll see Rick bump into Captain Falcon during the closing cut scene, which unlocks Falcon's story.

Captain Falcon's story begins earlier than Rick's, with the bounty hunter taking a mission—to follow a valued engineer—from an unseen figure.



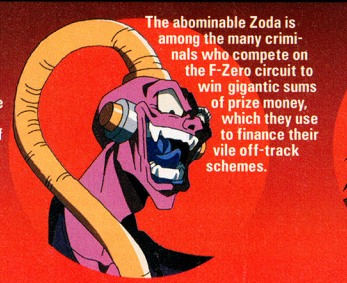
At the start of his second task, Captain Falcon sees Zoda abduct the engineer. You can then play through Rick's second task from Falcon's view.

You'll eventually unlock Zoda's story. It kicks off with his encounter with Rick and Captain Falcon, and reveals why he needs the engineer.

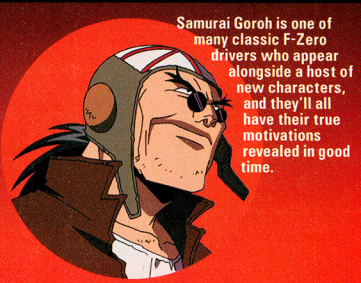
In Zoda's first challenge, you must outrun Rick and the bounty hunter. In evading capture, you eventually learn a key plot point . . .

. . . about how Zoda eluded his pursuers. Then you're free to learn how the rest of the criminal's story plays out.

Though he's long been the marquee name in F-Zero games, Captain Falcon plays a mysterious role in the animated series. He's renowned as a fierce racer, but no one knows the identity of the masked man.



The abominable Zoda is among the many criminals who compete on the F-Zero circuit to win gigantic sums of prize money, which they use to finance their vile off-track schemes.

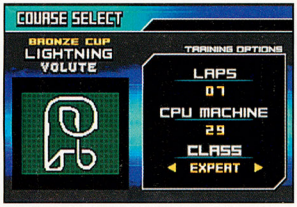


Samurai Goroh is one of many classic F-Zero drivers who appear alongside a host of new characters, and they'll all have their true motivations revealed in good time.

Full Course: Modes to Feed Your Need

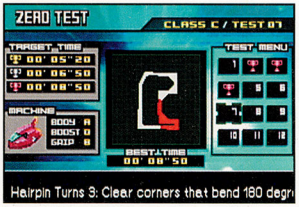
The main attraction of F-Zero games is always their always-substantial Grand Prix mode, and GP Legend's Grand Prix has some of the most memorable courses of the franchise. Consisting of four cups, each with five courses, Grand Prix packs in lots of variety—from Sand Ocean's Caterpillar course, where you'll spend considerable time in the air trying to jump away from surfaces that shift left and right, to Fire Field's Blast Track, which sets races on a fast loop choked with explosives. The highest of the mode's three difficulty levels turns up the adrenaline on its 29 competitors to make the cups far more hazardous. But the game's variety doesn't stop with Grand Prix. Training mode lets you dive right into a specific course to help you hone your skills on its unique challenges. Time Attack pushes you to beat your own best time and keeps track of the top five total times and all-time lap time for each course. And Zero Test dares drivers to master 12 racing techniques at four difficulty levels. Clearly, F-Zero—GP Legend is bent on schooling players in the risky sport of cyberracing.

Fire Field's Blast Track, the fifth and final course of the Grand Prix Bronze Cup, is the embodiment of racing danger—especially when jockeying for the few safe spaces between explosives strewn across the course.



Training mode is essential to preparing for the later courses in each cup.

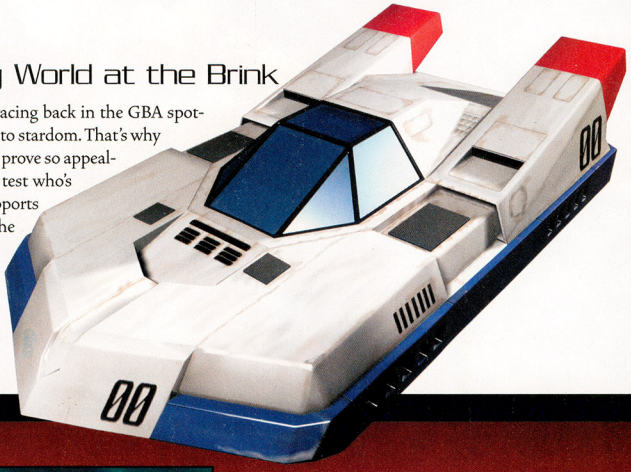
Time Attack pits you against your harshest competitor: yourself.

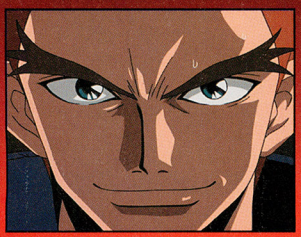


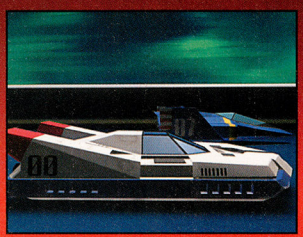
In Zero Test, you'll take on technique challenges, such as making hairpin turns perfectly.

Collision Course: Racing World at the Brink

On September 20, F-Zero—GP Legend will put cyberracing back in the GBA spotlight, and a nation of racers will start speeding their way to stardom. That's why GP Legend's multiplayer mode for up to four players will prove so appealing: you'll be able to link up for competitions that will test who's the most daring driver around. Though the game supports Single-Pak linking, Multi-Pak sessions will be where the action's at—all the tracks will open up for multiplayer races. And when they're not colliding on the courses, the F-Zero community will have cause to come together every week in the fall, when the animated series debuts on Fox Box. Two major F-Zero events in one season—it's a great time for speed demons.







F-Zero video games have always been about serious speed and cutthroat races, but we would have never guessed that the stakes were so high. The animated series is poised to reveal that there's a lot more than ego on the line. You'll need to tune into the groundbreaking new *F-Zero—GP Legend* series to learn if Rick and the rest of the Elite Mobile Task Force can keep ahead of the competition.

Comic created by Dreamwave Publishing

Custom Robo: ©2004 NOISE/Nintendo.
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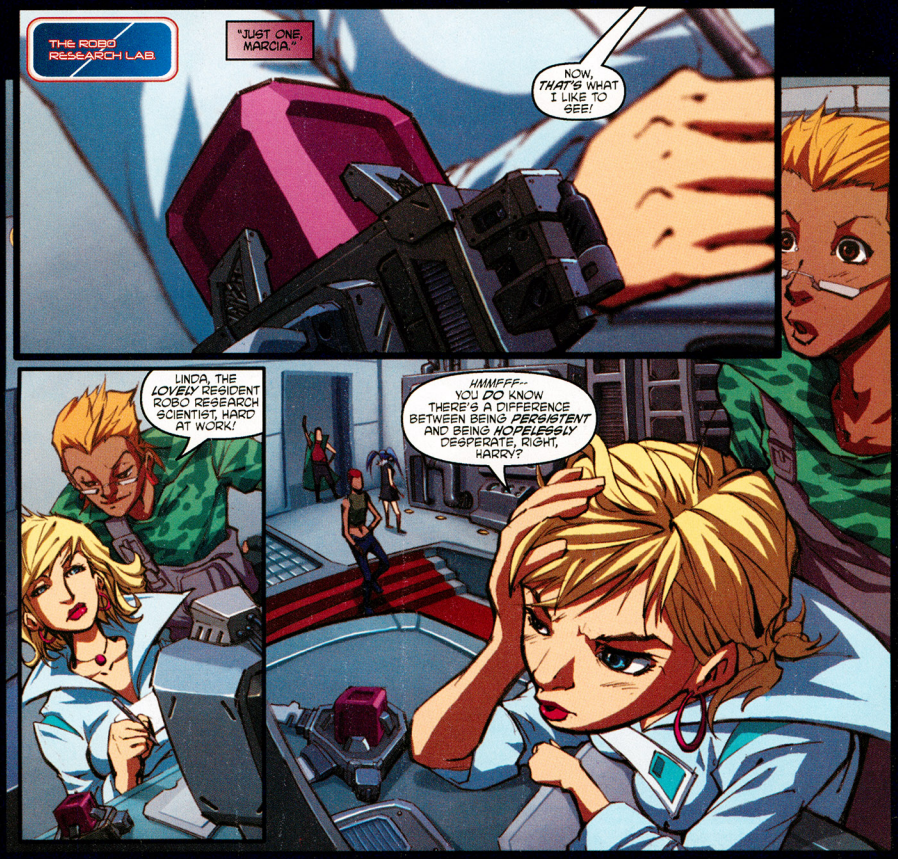
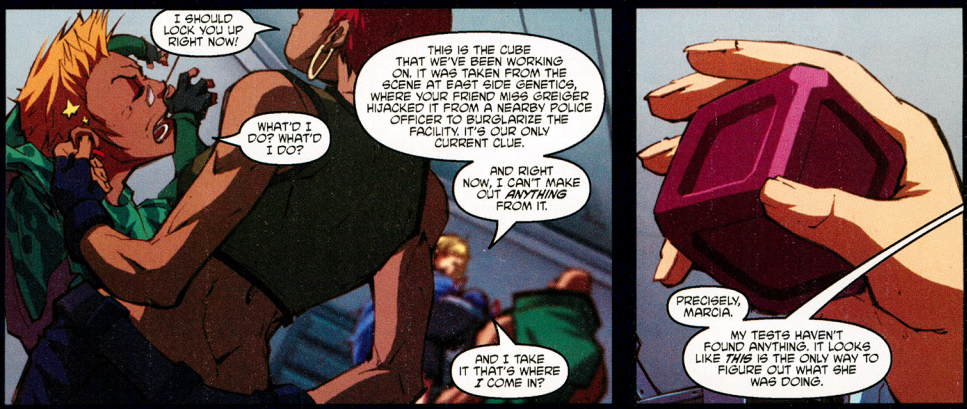
"UP UNTIL LAST MONTH, SHE WAS BUSY SERVING A LIFE SENTENCE IN OUR POLICE DETENTION BLOCK... BUT THAT WAS *BEFORE* SHE ESCAPED AND GOT HER HANDS ON A 6OL ROBO. SINCE THEN, SHE'S BEEN A BUSY BAD GIRL--BREAKING INTO GOVERNMENT OFFICES, STEALING TOP-SECRET FILES ON GENETICS, AND BEING GENERALLY *UNPLEASANT* TO ALL OF OUR ROBOS IN BLUE."
PAUSE
OFFICES OF THE STEEL HEARTS BOUNTY HUNTERS FOR HIRE.
THAT FOOTAGE WAS FROM EAST SIDE GENETICS. AFTER TRASHING A WHOLE UNIT OF OUR CITY'S FINEST, GREIGER MANAGED TO DOWNLOAD A FEW HYPER-GIGS WORTH OF FILES ON SECOND-GENERATION GENETICS RESEARCH.
WHY HAS SHE BEEN STEALING ALL OF THIS INFO? WE DON'T KNOW. ALL WE KNOW FOR SURE IS THAT SHE'S AN A-CLASS ROBO COMMANDER, AND--AS WE'VE LEARNED THE HARD WAY--AN EXPERT IN ESPIONAGE TACTICS...NOT TO MENTION THE FACT THAT SHE'S A WORLD-CLASS THIEF.
LOOKS LIKE THE BOYS--AND GIRLS--IN BLUE ARE IN A LITTLE OVER THEIR HEADS HERE, *HUH*, SIG?
YOU MEAN TO TELL ME THAT YOU GUYS COULDN'T HANDLE *ONE GIRL* IN A ROBO, MIRA?
THERE'S MORE TO THIS THAN JUST "ONE GIRL IN A ROBO" TEARING UP THE TOWN, HARRY.
GREIGER'S ALSO A POWERFUL *TELEPATH*. SHE DOESN'T NEED TO BE IN *CONTACT* WITH A ROBO CUBE TO DIVE IN AND TAKE IT OVER. SHE PICKS THE TARGET, SHE PICKS THE BATTLEGROUND...ANYTIME SHE WANTS, ANYWHERE SHE WANTS. THAT ALONE MAKES HER ONE OF THE MOST *DANGEROUS* FUGITIVES OUT THERE, WITH NO REGARD FOR THE RULES WE'VE ESTABLISHED FOR SANCTIONED ROBO BATTLES.
AND SINCE YOU STEEL HEARTS ARE THE BEST BOUNTY HUNTERS THIS SIDE OF THE DARK BLUE TEAM, WE'RE WILLING TO PAY YOU--
NOW YOU'RE TALKING *MY* LANGUAGE!
WHEN YOU HIRE STEEL HEARTS, YOU HIRE THE *BEST*--FORGET THOSE DARK BLUE *CHUMPS*!
UM, YEAH.
I THINK WHAT OUR *CHARITABLE* LEADER ERNEST *REALLY* MEANS IS: "DO YOU HAVE ANY LEADS ON WHERE SHE MIGHT STRIKE *NEXT*?"


THE ROBO RESEARCH LAB
"JUST ONE, MARCIA."
NOW, THAT'S WHAT I LIKE TO SEE!
LINDA, THE LOVELY RESIDENT ROBO RESEARCH SCIENTIST, HARD AT WORK!
HMMFFF-- YOU DO KNOW THERE'S A DIFFERENCE BETWEEN BEING PERSISTENT AND BEING HOPELESSLY DESPERATE, RIGHT, HARRY?


I SHOULD LOCK YOU UP RIGHT NOW!
WHAT'D I DO? WHAT'D I DO?
THIS IS THE CUBE THAT WE'VE BEEN WORKING ON. IT WAS TAKEN FROM THE SCENE AT EAST SIDE GENETICS, WHERE YOUR FRIEND MISS GREIGER HIJACKED IT FROM A NEARBY POLICE OFFICER TO BURGLARIZE THE FACILITY. IT'S OUR ONLY CURRENT CLUE.
AND RIGHT NOW, I CAN'T MAKE OUT ANYTHING FROM IT.
AND I TAKE IT THAT'S WHERE I COME IN?
PRECISELY, MARCIA.
MY TESTS HAVEN'T FOUND ANYTHING. IT LOOKS LIKE THIS IS THE ONLY WAY TO FIGURE OUT WHAT SHE WAS DOING.

WE ALREADY KNOW WHAT SHE WAS DOING... NOW, WE NEED TO FIND OUT WHY.
AND TO DO THAT, WE NEED TO KNOW WHAT SHE WAS THINKING.
WHAT'S SHE DOING?
WHEN YOU SAID THAT YOU COULD GET MORE INFO FROM THE CUBE, I DIDN'T KNOW YOU MEANT BY HAVING YOUR PARTNER TAMPER WITH EVIDENCE!
C'MON, SIS, CUT ME SOME SLACK. CUTE THOUGH R.R'S SCIENTIST MIGHT BE, SOMETIMES LAB WORK ISN'T ENOUGH.
I HEARD THAT!
MARCIA HAS--
"--SPECIAL TALENTS."
"SHE CAN 'HALF-DIVE' INTO A CUBE--CONNECTING JUST ENOUGH WITH THE ROBO TO READ THE LAST USER'S THOUGHTS."
"WHAT? HOW'S THAT EVEN POSSIBLE?"
NEVER MIND HOW IT'S POSSIBLE... I'VE FIGURED OUT WHERE SHE'S GOING TO STRIKE NEXT.
HERE.

THE ROBO RESEARCH LAB: HOURS LATER.
EXPLAIN TO ME WHY WE'RE HERE AGAIN? MIRA'S ALREADY SET UP A POLICE BLOCKADE AT THE FRONT OF THE BUILDING!
AND YOU THINK THAT'S ACTUALLY GOING TO STOP THIS GREIGER CHARACTER? I DON'T THINK SO.
IF ANYONE CAN CATCH HER, IT'S US.
KEEP IT DOWN, AND TRY TO WATCH YOUR--
KER-CLUNSH!!!
--STEP!
OH, COME ON, YOU.
THIS IS NO TIME TO FOOL AROUND. I TOLD YOU TO KEEP IT DOWN!
I CAN'T KEEP IT MUCH MORE 'DOWN' THAN I ALREADY AM!
BESIDES...
...SHE HAS NO IDEA THAT WE'RE COMING.
SHHH! WILL YOU PIPE DOWN ALREADY?
OH, NO! IT'S GREIGER!
SHE'S ACTIVATED MY ROBO!
QUICK, WE'VE GOTTA--
--UHHHH...
HARRY!!

THE COLOSSEUM
MARCIA...?
PLEASE TELL ME IT'S YOU AND NOT THIS GREIGER LUNATIC-- ERRRR!
OOOOKAY, I GUESS THAT ANSWERS THAT QUESTION.
PLEASED TO MEET YOU, MISS GREIGER. YOU'VE GOT QUITE A CHARMING WAY OF INTRODUCING YOURSELF.
I'M NOT HERE TO FIGHT YOU, BOUNTY HUNTER.
I JUST HAD TO GIVE YOU A TASTE OF WHAT'S GOING TO HAPPEN TO YOU--IF THIS TURNS INTO A BATTLE.
LADY, THIS BATTLE'S ALREADY BEGUN!

HONESTLY... IF THAT'S THE BEST YOU CAN DO--
--CONSIDER ME LESS THAN IMPRESSED!
KR-CHK!
KR-CHK!
THEW!
THEW!
THEW!
OKAY, IF THAT'S NOT ENOUGH...
THEN TRY THESE BAD BOYS ON FOR SIZE!
KOW!
KOW!
KOW!
HAVEN'T YOU HEARD...?

SIZE DOESN'T ALWAYS--
--MATTER-- UGH!
WOW!!
FUNNY, THAT'S NOT WHAT I HEARD.
LOOKS LIKE YOU'RE READY TO COME ALONG QUIET--
CRACK!
WELL, I TEND TO DISAGREE.
TO BE CONTINUED_

EPIC CENTER

We have more Baten Kaitos details this month, including 10 intriguing screenshots that are exclusive to Nintendo Power. But before we get to that, we'll cover some late-breaking news (X-Men Legends! Wooo!) and open up the ol' Epic Mailbag.

EPIC NEWS

Hironobu Sakaguchi Rides Again

Hard-core RPG fans will instantly recognize the name Hironobu Sakaguchi, and all Final Fantasy players have experienced his work. Mr. Sakaguchi has been a stalwart at Square Enix for years (including when it was known as Square Soft) and has worked as a producer and creative overseer on nearly all of the company's titles—including Chrono Trigger, Super Mario RPG: Legend of the Seven Stars, Kingdom Hearts and the entire Final Fantasy series. After the financial failure of the film *Final Fantasy: The Spirits Within*, Mr. Sakaguchi disappeared from the limelight. Recently, however, he announced plans to form his own game-design studio called Myst Walker, which will work solely on developing RPG titles for next-generation systems. He also mentioned a desire to work with Yoshitaka Amano, the lead character designer for the Final Fantasy series. Mr. Sakaguchi is one of the greatest creative forces behind the success of the RPG genre, and his new studio will be one to watch.

X Marks the Spot

Activision's X-Men Legends was a monster hit at E3. Combining the structure of an action-RPG with arguably the most popular comic-book license in history made the game seem like a surefire winner—and now it's looking even better. The developer, Raven Studios, has announced that there will be a four-person multiplayer mode, two more players than were expected. The game is on track to be released in late September, which means you'll be running around smashing evil mutants before you know it. In addition to the eight playable X-Men discussed in Volume 182's Epic Center, you'll be able to use Rogue and Magma as part of your team. The title has a lot of really nice touches, including destructible (and we mean REALLY destructible) environments, tons of skills to learn and an experience-point-sharing system that gives EP to characters even if they aren't in the current four-person party—which should eliminate a lot of tedious leveling up. All in all, we couldn't be more excited about the game, and we'll have a big blowout preview in next month's issue.

Emblematic

Lucky Japanese gamers will soon be enjoying a brand-new Fire Emblem game on their GBAs. The game, known as Fire Emblem: Seima No Kouseki, features all the intrigue, strategy and combat that fans of the series have come to expect. There is no official word on whether the title will come to North America, but since you get to fight giant spiders and angry wolves, we're hoping like mad that it does. Keep an eye on Epic Center for future Fire Emblem news.

EPIC FORUM

In Volume 181, we put forth the theory that sports games can be viewed as RPGs and asked for your feedback—and boy howdy did you give us both barrels. Read on for a small sampling of the Epic readership's take on the subject.

Missy: In a word: NO! To be fair, I picked up a sports title that my brother plays and gave it a whirl. It's not an RPG. A fun diversion, yes. An RPG? NO! Plenty of genres offer customization, but that doesn't make them RPGs. A sports game with customiztion is still a sports game. A fighting game with customization is still a fighting game. River City Ransom Advance was described as a street brawler with RPG elements. No one tried to say it was an RPG. Do I want to see sports titles in Epic Center? No. Epic Center is my central reason for reading Nintendo Power. I'd probably stop subscribing and get my news off the Internet if Epic Center went sports. Yes, customization is a big part of RPGs, but so are the story and the characters themselves—not how they develop in stats, but how they develop as individuals. That's something that a sports game can't offer. [In a traditional RPG] you get to know the characters and experience how they change and grow and develop emotionally. Where is that connection in a sports game? Where's the connection to story? People were shocked and upset that Aeris got killed in Final Fantasy VII. Do we feel that way when a sports player gets injured, or do we just curse, replace them and move on? So to sum up, sports games ARE NOT RPGs! Repeat this several times out loud until it pierces your subconscious. Give them their own section if you want, but they do not belong in Epic Center. OK, I've said my piece. Thanks for taking the time, if you even got this far in the e-mail.

EC: We got that far in the e-mail, and thank you for the well-thought-out response. Now if you'll excuse us, we have to take our injured quarterback and cut him from the team.

Andrew A.: I would just like to say thank you for printing what I have been preaching to my friends for quite some time now. I love RPGs to death, but I am also an athlete and a huge sports game fan as well. When I bought Madden 2004, I became instantly addicted. I did not play anything else for quite a while. My friend (who is obsessed with RPGs) said I was crazy and that I should have been bored with the game long ago. I kept telling him it was like an RPG and there was a ton of stuff to do besides just playing the [football portion of] the game, but he just kind of ignored me and told me to go play something else. I hope that people see that sports game are just as good as RPGs, and in some ways better.

EC: Better? Hmmm... that's dangerous talk around these parts.

Veln: I just wanted to say that I think considering a sports title an RPG is a joke. Sports games are nothing near RPGs—as a matter of fact, they are on opposite sides of the spectrum. Please, please, please don't ruin Epic Center with that trash.

EC: Trash? Somewhere John Madden is crying over his Turducken TV dinner.

Uriah G.: I myself am quite an RPG nut, and I have given your equation quite a bit of trial and error. I agree that the resemblances between sports and RPG are there, and that they are very much alike. However, I believe it takes much more than that to become an RPG. Gameplay makes a genre. Platformers can be just as easily compared to baseball, but it is played on platforms, and that is what makes it a platformer. Just as monster battles and travelling make an RPG.

EC: We're trying to compare platformers to baseball, but it's just not working. Maybe we need to be more open-minded.

Alex H.: I recently read your article in Epic Center about sports RPGs, and I'll have to say I totally agree with you guys. I am an RPG fan and a baseball nut, and when I decided to pick up MVP Baseball 2004, I would've never guessed I was getting not only the best baseball game ever made, but also one of the best RPGs I've ever played (and I play a lot of RPGs). I got to manage every aspect of my team: make trades, adjust salaries, and play with minor league teams. Your theory definitely has merit, and I would LOVE it if you would add sports games like MVP Baseball into Epic Center.

EC: Baseball nuts are the best kind. Except for cashews.

DaddyofAuron: Sports titles don't belong in Epic Center. While it's true that some sports titles have elements of an RPG, so do titles across all the genres. Don't ruin the best section of Nintendo Power magazine.

EC: We would never ruin the best section of Nintendo Power. The second-best section, maybe. But never the best section.

The verdict is in, and the concept of sports games as RPGs has been trounced like the 2003 Detroit Tigers. By a nearly 8-1 margin, the Epic readers have decided that stats management and player development do not an RPG make. The most common argument was the lack of a compelling storyline in a sports game; but other factors included a desire for combat, a lack of gameplay variety and the fact that many Epic fanatics just don't like sports very much. We now return you to our regularly scheduled RPG coverage.

EPIC PREVIEW

Baten Kaitos®

バテン・カイトス

終わらない翼と失われた海

One of our close, trusted contacts told us that he spent TWO HUNDRED HOURS with the Japanese version of Baten Kaitos, which makes us giddy with anticipation. Speaking of anticipation, the Epic Center team is heading to Namco to learn the game's secrets, and you'll see the results in next month's issue. The following screens should help tide you over until then.

2
GUARD

GUARD
Camera1
15

2
HIT

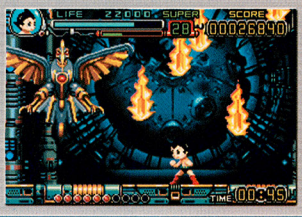
2
HIT

2
HIT

Kalas
11
Xelha
101
Gibari
365
TARGET
Leather Hat
17

Treasure and Hitmaker team up for one of the year's most surprising GBA games.

ASTRO BOY™ OMEGA FACTOR



A Return to Form

Hearkening back to Sega's heyday, Astro Boy: Omega Factor is a masterfully crafted action-shooter that fills the screen with huge sprites and vibrant colors, requires lightning-fast reflexes and is just flat-out one of the most fun GBA games of the summer. To help you prepare, we've put together some 100,000-horsepower strategies.

EVERYONE 10+ — Mild Cartoon Violence — CONTENT RATED BY ESRB

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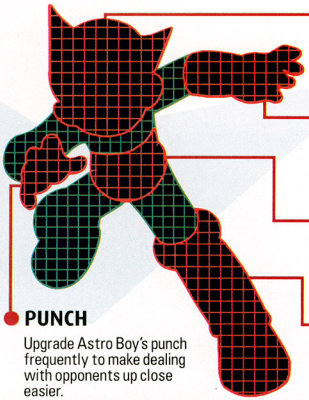
© Tezuka Productions.
© Tezuka Productions, SPEJ.

Robo Powers

Astro Boy is the most technologically complex robot in the world, but his myriad powers won't do you much good if you don't know how to take advantage of them. Along with his life bar, you can upgrade each of Astro's abilities illustrated in the schematic below. The robo-kid can also launch powerful EX Attacks, dash across the screen and use his powers in concert to string together combos.



SENSORS

Our hero's X-ray vision and supersonic hearing allow him to navigate through dark areas and dense fog. The sensors are the least important thing to upgrade, however.

LASER

The laser powers both Astro's finger laser and his arm cannon, two of the weapons you'll probably use the most. Focus on upgrading it and your life bar early on.

SHOT

The shot is the weakest EX weapon in your arsenal, but it hits every enemy on the screen and can stun them for a short period of time. Upgrade it periodically.

JETS

The more upgrades you allocate to Astro Boy's jets, the more times you can use them during a single jump. You'll need the extra boost to reach high places.

PUNCH

Upgrade Astro Boy's punch frequently to make dealing with opponents up close easier.

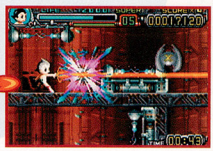
EX Attacks

When the EX Gauge is full, you can perform one of three EX Attacks. Use the EX dash to plow through a group of enemies that's getting too close for comfort, the shot to stun your foes when you're surrounded and the arm cannon to lay down heavy damage from long range.

Dash

Mastery of the dash move is absolutely crucial. Not only does it allow you to move across the screen quickly, but it renders you invincible in the process. In other words, you can dash *through* enemies and projectiles. It's often the only way to avoid taking damage.

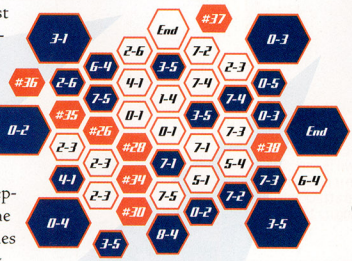
Combo Attacks



If you press the punch button four times, you'll perform a punch-punch-punch-kick combo that sends your opponents flying and gives you a x4 score modifier. For an even higher bonus, you can extend the combo with a blast from your finger laser or one of your EX Attacks. Experiment using your different abilities in succession to discover additional combos.

The Omega Factor

To upgrade Astro's abilities, you must develop his Omega Factor by meeting new people. The chart to the right (which also appears in the game) shows in which levels new characters appear. If a hexagon is white, you'll find its occupant the first time you play through the game. Blue hexagons represent characters found during the second play-through, and orange ones are described in greater detail below.



#26 Alejo

Alejo is hiding behind the top-right window in the building at the beginning of stage 1-2. Take out the traffic light, then use your jets to reach the window and shatter it.

#30 Ambassador Magma

As you're riding the lift in stage 2-5, fire the arm cannon or shot to reveal Ambassador Magma. He's located about halfway down the elevator on the right.

#34 Jetter Mars

Jump in front of the first wall that you come to in stage 3-1 and use your jets to propel yourself higher. You can smash open the second panel from the top to rescue Jetter Mars.

#35 Fumoon

In the steam-filled room at the beginning of stage 3-3, drop to the bottom and proceed right. Jump on the platform with the electrical bolt underneath and punch the invisible barrier on top.

#36 Hecate

Head to the top of the incline in stage 3-4, then turn around and jump onto another incline to your left. If you keep heading in that direction, you'll eventually run into Hecate.

#28 Kennedy

Turn around at the beginning of stage 5-2 and pummel the trash can to your left. You'll find Kennedy hiding inside. He looks remarkably kempt for someone who just took refuge in garbage.

#37 Unico

After you defeat the first round of enemies in stage 6-2, jump and use your jets four times to reach the ledge directly overhead. Bust open the statue in the middle to free Unico.

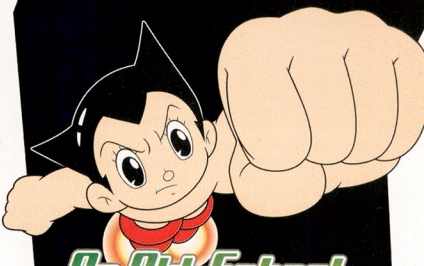
#38 Don Dracula

When you reach the top of the pyramid in stage 6-3, blast open the second door on the *Marine Express* to reveal Don Dracula. Don't worry—he's about as threatening as Count Chocula.

The Father of Astro Boy

Osamu Tezuka (1928-1989)

Astro Boy is so popular in the Land of the Rising Sun that his creator, Osamu Tezuka, is often referred to as the Walt Disney of Japan. His character first appeared in a manga called Tetsuwan Atom in 1951, and the Astro Boy television series, which debuted 12 years later, is widely considered the origin of anime. A brand-new animated series is currently airing in the US on the Cartoon Network.



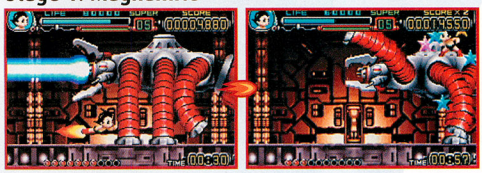
An Old-School Treasure

Though Hitmaker oversaw its development, Astro Boy: Omega Factor has the undeniable look and feel of a classic Treasure title. Sega chose Treasure for the project based on its unparalleled pedigree when it comes to 2-D action games. People who've played Gunstar Heroes, Dynamite Headdy or Guardian Heroes (all of which were also published by Sega, coincidentally) will feel like they've been reunited with a long-lost friend.

Enemies of Justice

Like any good Treasure side-scroller, Astro Boy: Omega Factor enjoys an embarassment of riches when it comes to huge, multi-jointed bosses. You'll face off against a number of minibosses over the course of your adventure, but it's the main-event bad guys at the end of each stage that provide the biggest challenge. To keep Astro Boy functional, employ the following tactics.

Stage 1: Magnamite



Magnamite's gray middle section is the only part that's vulnerable. The boss fires a powerful laser when you jump in front of it, so dash under the robot instead and start punching it either from behind or while standing on top of it (just watch out for its legs). When Magnamite leaps into the air, keep dashing to prevent it from landing on you, then quickly fire at it with your arm cannon.

Stage 2: Pook

Pook can transform into four different animals. Against all four, you'll want either to use long-range attacks or to stun him with your shot then move in for a punch-punch-punch-kick combo. When the bird rains down fireballs, find a safe spot to jump up and blast it. Dash through the lion when it pounces at you, then turn around and fire. Jump over the monkey's tail and attack it from behind. Dash past the shark as it approaches, and keep shooting its fin.

Stage 3: Atlus

When Atlus points his gun at you, he's about to fire an enormous laser. That's your cue to get out of the way. The boss will also try to dash at you, but if you keep moving, you shouldn't have much trouble avoiding him. After the first round of combat, Atlus will emit a rotating laser. Keep ahead of it as you maneuver around him, and counter with the arm cannon to finish him off.

Stage 4: Carabs

The Carabs's head is its weak point, and you can hit it from either side. Just be sure not to touch its body, and stay far enough away that you can squeeze between the projectile spreads. If the giant robot backs you into a corner, perform an EX dash to get to its other side. Carabs will eventually begin firing blue lasers when you get in front of it. Stay above them and keep blasting.

Stage 5: Deadcross

Surprisingly, the battle against Deadcross and his roboid is quite a bit easier than what you had to face previously. You can either keep your distance and pulverize the foes with your arm cannon, or use your shot to stun the duo then dash behind them and go to work with combo attacks.

Stage 6: Sharaku

Sharaku is invincible when he's summoning help, but at all other times you should keep drilling him with your finger laser and your arm cannon. Just watch out for his spears—your arm cannon won't disintegrate them as it does most projectiles. You'll also need some slick maneuvering to avoid the fire and ice that his serpents leave behind, as well as the boulders that he brings down on you.

The End?

After you defeat Sharaku, the game will take an unexpected turn. You'll face off against all five of "the world's strongest robots," then witness one of the most shocking endings in video game history. The game's not over yet, though! After the credits roll, you can play through a second time to try to alter Astro Boy's destiny. While that may sound like an artificial means of extending gameplay, each stage is modified with new enemies and cut scenes, and it serves the story in such an intriguing way that you won't mind one bit.

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PIKMIN 2

The strategy innovator's roots grow deep with more Pikmin and more players.

Growth is a strong theme in the Pikmin franchise, and Pikmin 2 demonstrates the concept by reaching far beyond the scope of its predecessor. Taking mass-action strategy to a new level, the game focuses on the trials of wayward space travelers Captain Olimar and Louie as they attempt to pay off their company's debt. Offering helpful hands in salvage-scrounging and insect-bashing missions are the obedient Pikmin. In addition to the red, yellow and blue Pikmin that can withstand exposure to fire, electricity and water, respectively, the spacemen encounter poison-immune white Pikmin and burly purple Pikmin that have the heft of 10 normal members of the species. Olimar and Louie can lead up to 100 Pikmin at a time in battle, and they often have to divide the troops into two units to solve the game's environmental puzzles.

In addition to four huge overworlds, the story has 14 challenging underground areas that put all of your Pikmin's talents to the test. The above-ground areas follow the sunrise-to-sunset time limits like the original game, but you are free to explore the underground areas for as long as you wish. Challenge mode offers 30 multilevel scenarios for one or two players, and 10 two-player battle arenas pit one Pikmin army against another in a brutal fight for salvage.

- Nintendo 27
- 1 to 2 players simultaneously

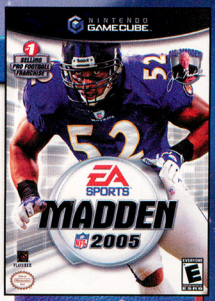
COMMENTS: Alan—Brilliant and genius are words that are often casually tossed around, but they apply perfectly to Pikmin 2. This is pure gaming at its most enjoyable. Jessica—I love the two new Pikmin types. They add to the game's depth and complexity. Steven—The first Pikmin was wildly innovative, but limited. The sequel grows that seed into a fully matured game that turns up its cycle-of-life brutality to a loud roar. Steve—It's twice as big as the original, and the multiplayer mode is surprisingly cool.

ALAN	★★★★★
GEORGE	★★★★★
JESSICA	★★★★★
STEVE	★★★★½
STEVEN	★★★★★

E EVERYONE — Comic Mischief, Mild Violence

MADDEN NFL 2005

EA Sports proves the power of D with the latest in its big-hit franchise.



There's a reason why the Madden NFL franchise has squashed all of its competitors: it presents professional football with unmatched realism, ease of play and feature depth. And it just keeps getting better. The theme for the 2005 edition is defense. Madden NFL 2005 evens out the playing field with unprecedented defensive control, most of which deals with making adjustments at the line of scrimmage.

Before the ball is snapped, you can change the assignments for your defensive line, the linebackers, the secondary or individual players. Once the play has begun, you can execute big hits with a flick of the C Stick. But if you miss, you'll open up a hole.

The graphics have also improved since last year's game. The rich details, shadows and animation, both on the field and in the stands, make the game feel so real, you can practically smell the grass—or the Astroturf—as the case may be.

In Franchise mode, newspapers, e-mails from coaches and Tony Bruno's radio show keep you up on the news from around the league. Like EA's MVP Baseball 2004, Madden NFL 2005 also incorporates player personalities, which you can manage by offering new contracts or by making trades.

COMMENTS: Alan—Unlike NCAA 2005's minor tinkers, Madden almost completely retooled the defense, and the changes were all for the better. A few minor AI quibbles keep it from being a five-star affair, but it's still one of the best and deepest sports titles on the market. Chris—Defense may win championships, but the lack of a running game makes for snoozy offense. Steve—Though it's still not perfect, the defense has improved considerably. The defensive playmaker adds an extra element of strategy, and the Hit Stick comes in handy in all sorts of situations.

- EA 552
- 1 to 4 players simultaneously

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★½
SCOTT ★★★★½
STEVE ★★★★½

EVERYONE E
CONTENT RATED BY ESRB

POKéMON FIRERED AND POKéMON LEAFGREEN

The ultimate GBA RPG franchise launches Nintendo's wireless revolution.

Cord-free Game Boy Advance connectivity begins with Pokémon FireRed and LeafGreen versions—a GBA Wireless Adapter is included with each game. Both revisit the Kanto region first explored in Pokémon Red and Blue versions, but new features—both large and small—freshen up the familiar world. Double Battles, which were introduced in Pokémon Ruby and Pokémon Sapphire, come to Kanto, and improved graphics fill the screen with lush beauty.

The Wireless Adapter lets you trade, battle and talk with other Pokémon players without the fuss of connecting with Game Link cables. The Union Room, located on the second floor of Pokémon Centers, notes the number of players within the Wireless Adapter's connection radius. You can walk up to people in the room and key in chat messages, or use preset phrases for quick communication. Other offerings: expanded gameplay in a vast new island chain, the ability for in-game characters to teach moves to Pokémon and multiplayer minigames.

Both games connect with Pokémon Ruby, Pokémon Sapphire and Pokémon Colosseum, bridging the gap between Kanto, Hoenn and Orre.

COMMENTS: Steven—As a longtime Pokémon player, I'm most pulled back to Kanto by what's entirely new—the sprawling island chain—and what really makes this a must-have game is the included Wireless Adapter. Jessica—The innovative connectivity features really take Pokémon to the next level of gaming and promote Pokémon community. Alan—I don't think RPG fans have ever given Pokémon a fair shake. There's a great game hiding under all the Pikachu cuteness, and you have to play it for only a bit to find yourself addicted.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- Game Boy Advance Wireless Adapter included

ALAN ★★★★
CHRIS ★★★★½
GEORGE ★★★★½
JESSICA ★★★★½
STEVEN ★★★★★

EVERYONE E
CONTENT RATED BY ESRB

PHANTASY STAR ONLINE: EPISODE I & II PLUS

- Sega
- 1 to 4 players simultaneously
- GBA connectivity

TEEN — Blood Violence

CONTENT RATED BY ESRB

Real-time-combat RPG PSO: Episode I & II returns with content that was previously available only online. The latest edition brings us three new quests, five additional Challenge-mode stages and two minigames, which you can download to your GBA. The adventure combines PSO and PSO Ver.2, released for the Sega Dreamcast, with a GCN-exclusive story. Multiplayer options let you compete or cooperate.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

AMAZING ISLAND

- Sega
- 1 to 4 players simultaneously with GBA connectivity

EVERYONE — Cartoon Violence

CONTENT RATED BY ESRB

The creative concept behind Sega's Amazing Island centers around monster companions that you create, and a series of minigames that range from races to fights. After completing challenges, you earn orbs that can save the Maboo tribe from an evil force. The game's GBA connection allows you to send cards depicting your monsters to your GBA and enter card-based battles to earn treasures. Gameplay is tuned for gamers of all skill levels.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

CATWOMAN

- EA
- 1 player

TEEN — Mild Language Violence

CONTENT RATED BY ESRB

An unusual control scheme that favors the L and R Buttons and the C Stick, along with a lack of camera control, makes Catwoman confusing and difficult to learn. If you hold on, though, the rewards are great animation, satisfying puzzles and a lot of fun Catwoman sass. The story spans six chapters, each with multiple levels. Helpful messages point you in the right direction in the early stages to alleviate the frustration.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

ASTRO BOY: OMEGA FACTOR

- Sega/64 Megabits
- 1 player

EVERYONE — Mild Cartoon Violence

CONTENT RATED BY ESRB

A mechanical boy battles waves of enemies with support from a kooky professor and a large arsenal in platformer Astro Boy: Omega Factor. It may sound like Mega Man, and the game does have a lot of similarities to the Blue Bomber's side-scrollers. But the comparisons are favorable. Play control is responsive, the weapons are powerful and an RPG-like soul-collecting system is creative and cool.

ALAN
CHRIS
JESSICA
STEVE
STEVEN

AROUND THE WORLD IN 80 DAYS

- Hip Games/32 Megabits
- 1 player

EVERYONE — Violence

CONTENT RATED BY ESRB

Although the classic Around the World in 80 Days story centers on inventor Phileas Fogg, the GBA title focuses on the actions of athletic fighter Passepartout, played by Jackie Chan in the recent film. The platforming action has you climbing buildings, bouncing off canopies and punching and kicking baddies intent on claiming the precious Jade Buddha. Responsive control helps make the game an enjoyable play.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

DIGIMON RACING

- Bandai/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- Wireless Adapter Compatible

EVERYONE — Mild Cartoon Violence

CONTENT RATED BY ESRB

Eleven Digimon bump, skid and roll through 16 flat courses in the first-ever Digimon kart racer. Every creature has its own power-up arsenal and Digivolved forms, which give it better speed and durability. At the end of each racing cup, the winner takes on Omniman for a kart-based boss battle. The racing action is similar to that of other kart games, but the Digimon influence adds a fun gameplay edge.

CHRIS
GEORGE
JESSICA
SCOTT
STEVEN

MADDEN NFL 2005

- EA/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — CONTENT RATED BY ESRB

With more depth in graphics and gameplay than ever, the Madden NFL franchise for the GBA takes a giant leap toward realism in its 2005 edition. The new 3-D field view shows more of the field and more detail than previous iterations, and an expanded season mode allows you to make trades and sign free agents. Your onfield accomplishments earn you Madden Cards that add up to unlockable bonuses.

ALAN
CHRIS
GEORGE
SCOTT
STEVE

SHAMAN KING: MASTER OF SPIRITS

- Konami/128 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB — Comic Mischief, Violence

Konami's Shaman King offers a lot of gameplay. Its open structure has you exploring an overworld by traversing short side-scrolling stages. Unfortunately, much of it involves your backtracking through levels once you've learned that you're not equipped with the tools to move forward. Main character Yoh's moves are fast and free-flowing, and an original storyline offers new insights for fans of the TV series.

ALAN
CHRIS
JESSICA
STEVE
STEVEN

THUNDER ALLEY

- XS Games/32 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

The characters from Ten Pin Alley 2 hop into hot rods for a four-track race in Thunder Alley. Flat courses with sharp turns play host to eight racers. The control is solid, and the two types of power-ups are strategically placed, but the simple graphics show a considerable amount of clipping. Although the graphics issues add unintentional difficulty, most players will find the game very easy to beat.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

KEY

GCN — GBA — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE — ARCADE — FIGHTING — PLATFORM — PUZZLE — RPG — RACING — SHOOTER — SPORTS — STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EARLY CHILDHOOD — Early Childhood
- TEEN — Teen (13+)
- ADULTS ONLY 18+ — Adult (18+)
- EVERYONE — Everyone
- MATURE 17+ — Mature (17+)
- RATING PENDING — Rating Pending

To contact the ESRB, visit www.esrb.org.

NP 411

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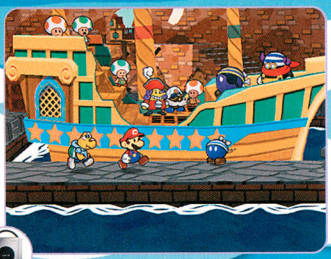
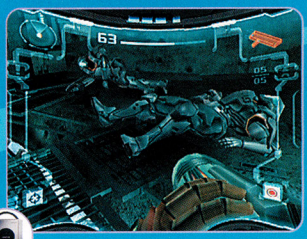


Paper Mario: The Thousand-Year Door

In next month's cover story, we'll take the wraps off Mario's latest role-playing masterpiece with an in-depth look at Paper Mario: The Thousand-Year Door. Our guess for what's behind the door: a millennium supply of delicious baked goods.

More Metroid!

We've only scratched the surface with our preliminary report on the planet Aether. In the next issue, we'll delve deeper into the most hotly anticipated GCN game of the year and find out how Retro Studios plans to improve on perfection.



Metroid Prime 2 Echoes

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Mario Pinball Land

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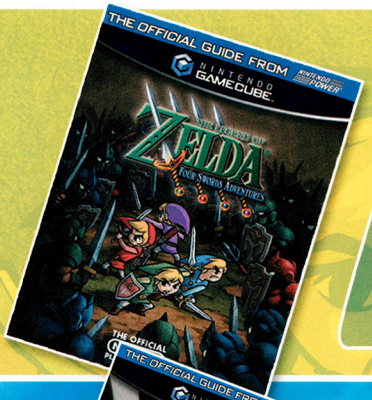

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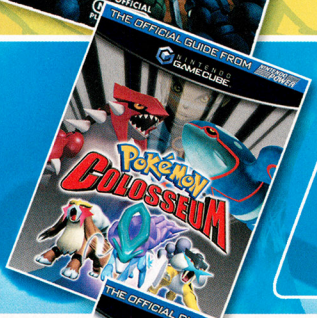

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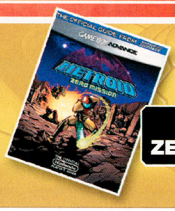

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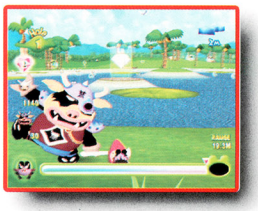

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